

THE BEST GUIDE TO CD32 SOFTWARE IN THE WORLD

AMIGA

# CD32

GAMER

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crimefest!

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06

ALSO REVIEWED INSIDE: **BASE JUMPERS** AND **FOOTBALL GLORY**

They said the **future**



on sale **6th july** 1995

**They**

couldn't be

**bought**

**Gen**

**lied...**



# STREET NO

**H**

ello everybody, and welcome to a new dawn of CD32 Gamer. Well, maybe that's taking things a wee bit far, but it's certainly been an eventful few weeks. Last ish everyone was wondering exactly what was going to happen. Would a viable buyer be found for Commodore's assets? And if not what would happen to all those people who'd innocently spent a lot of money on the machines only to have the market virtually collapse within weeks.

It really has been a breath of fresh air, actually knowing where we stand for the first time in months. Seriously, it would have been just as bad for us as it would for you if things had worked out differently. No readers, no mag! Fortunately I'm all still in a job which suggests a brighter future.

I'm sure I'm not alone in saying I didn't know much about Escom when I first heard about their bid but from what I've read since, it seems they are very committed to rebuilding the future of the Amiga. In fact they seem to be committed to rebuilding everything Commodore. They're even talking about relaunching the C64, I kid you not! Don't panic though. We not about to see a deluge of 'classic' 8-bit titles flooding onto the market. The idea is to promote the machine in those numerous unpronounceable republics springing up in the old Soviet Union where people have rather less disposable income than we might be used to in the west (they've spent it all on hand-grenades, I'll be bound).

So, with the Amiga assured of hardware support for the immediate future we should be able to expect an increase in software support. This month *Base Jumpers* keeps Rasputin firmly at the head of CD32 developers though Mindscape's *Syndicate*, despite having taken over a year to make the transition from standard Amiga to CD, has proven more than worth the wait.

The next couple of months will be a crunch period now. Things will either improve markedly in which case there's nothing to worry about. Alternatively we'll see little difference which could be a very bad omen.

Still, keep smiling, eh!

□ Miles Guttery



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## CD instructions.....06

Another month, another cover CD packed with info, demos and the best in PD demos and games to send your CD32 into spasms of excitement. If smoke starts to pour from the vents, just give it a cup of tea and a marshmallow and it'll soon calm down.

## news.....10

The announcement we've all been waiting for - the news of the Commodore's future is finally out. Want to know more? Well turn to the news page, you silly. It's not likely to be in the Contents, is it?

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Be one of the people in the know. Have a sneaky look at some of the delights in store for the future, then impress your friends with how clued up you are on the wide world of CD32.

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There are more reviews of video CDs, this time music vids. Then there's an in-depth interview with new kids on the block - Light Shock Software and, oh, sod it! Just go and have a look for yourself.

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Hurray for the reviews section! This is without a shadow of a doubt our favourite bit of the mag, 'cos it means we get to play all the latest CD32 releases for hours on end instead of doing any real work. Gosh, it's a hard life, isn't it ?!

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			DINOSAURS



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What's that you say? You still haven't taken out a subscription to the world's one and only CD32 devoted magazine? Remedy this immediately to ensure your share of the best in news, reviews and demos every month.

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A guide to the the top eight characters in Gremlin's bone-crunching *Shadow Fighter* plus a complete solution to Adventuresoft's classic adventure *Simon the Sorcerer*.

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What a boring world it would be if everybody in it agreed with everybody else. Fortunately they don't, so air you views on anything and everything Amiga, and you might just get in print.

## mail order.....64

Hello, just a note from Horatio and myself to warn of peculiar goings on occurring towards the bottom of the contents page. The trowel and hovel be encamped, but don't yellow...

## A-Z.....60

Every game ever reviewed is here, complete with rating and comment. Take a look if you don't believe us.



**WARNING** THE CONTENTS OF YOUR CD ARE CORRECT AT TIME OF GOING TO PRESS (now!). MASTERING PROBLEMS MAY CAUSE SOME DEMOS TO BE OMITTED. SEE CD FOR UP-TO-DATE INFO.

## Insight Dinosaur

**T**here was a time when some old farts (well, Will Carling said it, so I don't see why I can't!) used to criticise computers as being corruptive and uneducational. These days nobody would dare suggest such a thing, as computers have become such an integral part of the learning process. Schools, businesses and so on all benefit from the advantages of using computers as a learning tool, and it's been suggested that they've brought about the most radical change in teaching since the blackboard first reared its ugly head.

Now, don't get me wrong, *Insight Dinosaur* ain't like a school lesson, and it's not boring like a school teacher, instead it's a top quality CD encyclopedia that will open up the world of dinosaurs before your very eyes. With plenty of film footage, animation and piccies, it's certainly visually impressive and the huge content has to be seen to be believed. *Insight Dinosaur's* most commendable attribute, though, is its ability to put across all the info in a fun and compelling way. It's also noteworthy for its diverse appeal; kids, adults, grannies and grandads will all find something to keep them occupied and entertained.



## PGA Euro Tour

**I**f you haven't got EA Sports brilliant golfing sim yet then you seriously need your head read. It's without doubt the best of its kind around by a long, long way and belongs in any serious gamers collection. After all, if you can't be out there with the pros for real, then this is the closest you're gonna get.



If you read our review a couple of months back and still need convincing about the quality of this game, then we've got some tasty slide shots that will have you drooling and dribbling all over. Apart from this, they'll also give you a better idea of what the game is like and what it's all about (er, it's golf Jim - but not as we know it). So, if you like what you see and want a slice of the action, it's out there begging to be bought.



# Speedball 2

**A**fter several false starts and a few hiccups along the way, this Amiga classic has finally made its way onto the CD32 amidst scenes of great joy at the office. This gem of a game is one of the most playable and enjoyable games around on any format and is one not to be seen without. Once again, to give you a better idea of what it's all about (you must be an ostrich if you don't already know) we've got some more juicy slide shots lined up for you. These piccies will give you a fair impression of what's going on, but if you want a piece of the real action, break open that there piggy bank and get down ye olde game shoppe and buy the real thing!



# AMIGA CD32



COVER DISC • 13

# Dragonstone

**W**hat with a preview, review, tips . . . and more tips, you've probably seen enough piccies of Dragonstone to last you a lifetime, but just on the off chance we've left some stone unturned, here's some more! Actually, the reason you're seeing so much of this game is that we think it's bloody great and it gives us an excuse each month to sit around playing it for hours on end, without doing much work. Yippee! Anyway, we also think that it belongs in your collection and we'll not rest until it does. So, unless you want to see pictures of it every month for the next couple of years, go get it!



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PD games  
///  
SHAREWARE  
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DEMOS  
///

Disc mastered by Multi Media Machine

## faulty discs

If you have any problems with your disc, please send them back to **CD32 GAMER DISCS**,  
**PARAGON PUBLISHING**,  
**PARAGON HOUSE, ST. PETER'S ROAD,**  
**BOURNEMOUTH BH1 2JS**

## Multi media Machine

Not content with revolutionising our menu system, Multi Media Machine have also generously provided another sampler from their *Now That's What I Call Games* compilations of PD, Shareware and demo software. Their disks usually include around 100 tracks and retail for just £20. And as you can see they're pretty good fun. Multi Media Machine can be contacted direct on 0204 383688 and are always interested in new material.

### PD & SHAREWARE

Public Domain software is put out by developers who ask for no fee for their games, preferring to demonstrate their skills for free. Shareware games, by contrast, are made freely available only so you can try them. If you like a shareware game enough to keep playing it then you should send the programmer a small donation so that he can afford to keep producing more great games. Full details are included within the Multi Media Machine sampler.

# Fears

**T**his little beauty looks like it's gonna be one of the hottest releases of the year. It's also one of those games you have to see to believe - screenshots just don't do it justice. That's why we've considerably put a few slide shots on the CD and you can check it out for yourself. Even then, though, you really need to see the thing in full swing to appreciate it. That's why we'll, hopefully, have a full review and a playable demo lined up for you next month. 'Til then these shots should be more than enough to whet your appetites.



## P.D. Corner

As usual there's the regular selection of games, shareware and demos from the wide world of public domain. Here's a full list so you know what to expect . . . .

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Missile Trooper

Golf  
Kids' Paint  
Megaball

## Demos

Agatunnel  
Atom  
Bambooze  
Cosmos  
Coyote II  
Freezers  
House Spin

						
<b>PINBALL ILLUSIONS</b> 19.49	<b>TOWER ASSAULT</b> 19.99	<b>SUBWAR 2050</b> 16.49	<b>ROADKILL</b> 20.99	<b>ALIEN BREED 3D</b> 20.49	<b>SUPER STARDUST</b> 18.99	<b>SIMON SORCERER</b> 14.99
						
<b>LOST EDEN</b> 22.49	<b>1ST ENCOUNTERS</b> 19.49	<b>SHADOW FIGHTER</b> 10.99	<b>ARCADE POOL</b> 9.49	<b>GUNSHIP 2000</b> 16.49	<b>BENEATH STEELSKY</b> 19.49	<b>KINGPIN</b> 12.49
						
<b>LYNDD WEBBER</b> 14.99	<b>BLUE NOTE (18)</b> 14.99	<b>COMING TO AMERICA</b> 17.99	<b>PINK FLOYD</b> 18.99	<b>STAR TREK VI</b> 15.99	<b>ROCK LEGENDS</b> 12.99	<b>SLIVER (18)</b> 17.99

## CD32 GOES PADDY!

**M**

aybe it's just me, but when I first saw the CD32 joypad, it struck me as one of the strangest designs that I'd ever seen. The ergonomics, the buttons and the d-pad all seemed out of place and badly put together and, when I first used it, my fears seemed to be justified. I don't know if the designers were on some mind-bending, hallucogenic drug, but it would certainly explain a few things.

Thankfully, and at last, someone has come up with a far better design. Tecno Plus have racked their brains, knocked some skulls together and come up with this bit of ergonomic wizardry. Admittedly it may not look like much, but it fits sweetly into the hand, giving the user an iron grip without impeding their performance at all.

The buttons are also designed far better and are more conveniently placed (I've never liked these diamond layouts) and there's an auto-fire and turbo button as well. These come in handy on all those shoot-'em-ups where the best method of play is to fire wildly and as quick as poss.

To top things off, Tecno Plus have also included an extra, extra long cable for all those who like to sit in the next room whilst they're playing. Still, it'll get your mum off your back...

So, there we have it, the perfect joypad... almost! Unfortunately Tecno Plus' pad is marred only by the noticeable absence of the fourth button and the left and right selectors. Don't fret though; how many games do you know that actually use all the buttons? Not many I bet, so it's still a worthwhile buy for any serious gamer.

If you're too skint though, or feel it's your lucky day, you could try your hand at the latest CD32 bonkingly mad giveaway. We've got ten joypads to hand out and they'll go to the lucky readers who answer the question below and get pulled out of CD32 Gamer's proverbial hat!

**Q:** The name of which giants of joypad design can be made from PULSE NOTCH (anagram)?

Send your answers to: Amiga CD32 Gamer, Computerfacts, 14a Union Street, Newton Abbot, Devon, TQ12 2JS



## ESCOM'S THE ONE!!

**T**

he cat is finally out of the bag. After what seems like aeons of umming, ahing and general indecision, there is finally an outcome to the sorry Commodore affair that began just over two years ago when Commodore announced that the company was making substantial losses. Little over 12 months later, the company began proceedings to go into liquidation and we Amiga and CD32 owners were left in a state of semi-limbo. Software companies wouldn't commit themselves one way or another. A few actually came out and said they were abandoning the machine altogether as a result of what had happened. In fact, those companies who did appear to abandon the machine in its hour of need were mostly already committed to moving on to PC and next generation anyway. In most cases no-one was willing to hedge their bets, saying instead that they would support the machine if and when its future was secured. Well, perhaps that time has come, as German giants Escom have successfully bought out the company for somewhere between five and ten million dollars. You could be forgiven for asking 'Who?'. Escom was formed eight years ago and is now established as Europe's second largest manufacturer of PC compatibles. With an annual turnover of around £500 million, this is a company with the financial clout to really make things happen, should they so choose.

The initial plans are for the re-introduction of the A1200 and A4000 with possibly some minor 'tweaks', though what those are likely to be remains to be seen. They're also looking at a very cheap relaunch of the A600, though nothing has specifically been said of the CD32. What has been announced is a new range of peripherals coming out under the Amiga brand name including MPEG carts, sound cards and even a virtual reality unit. Not only that, but Escom's background in the PC sector could lead to an Amiga compatible PC though nothing definite is decided on that one just yet.

So basically what it means is that the Amiga could once more be back on track. Next month we'll have an update on the situation, and hopefully a bit more commitment from the all-important software publishers to support the rejuvenated systems.



**Commodore**



# DOUBLE TROUBLE!

It's been off and on for ages now. One minute it's just around the corner. The next it's shelved and nowhere in sight. What are we talking about? *Manchester United: The Double* from Krisalis.

But why should this be, you may well ask. Well, let's take a look at the facts shall we?

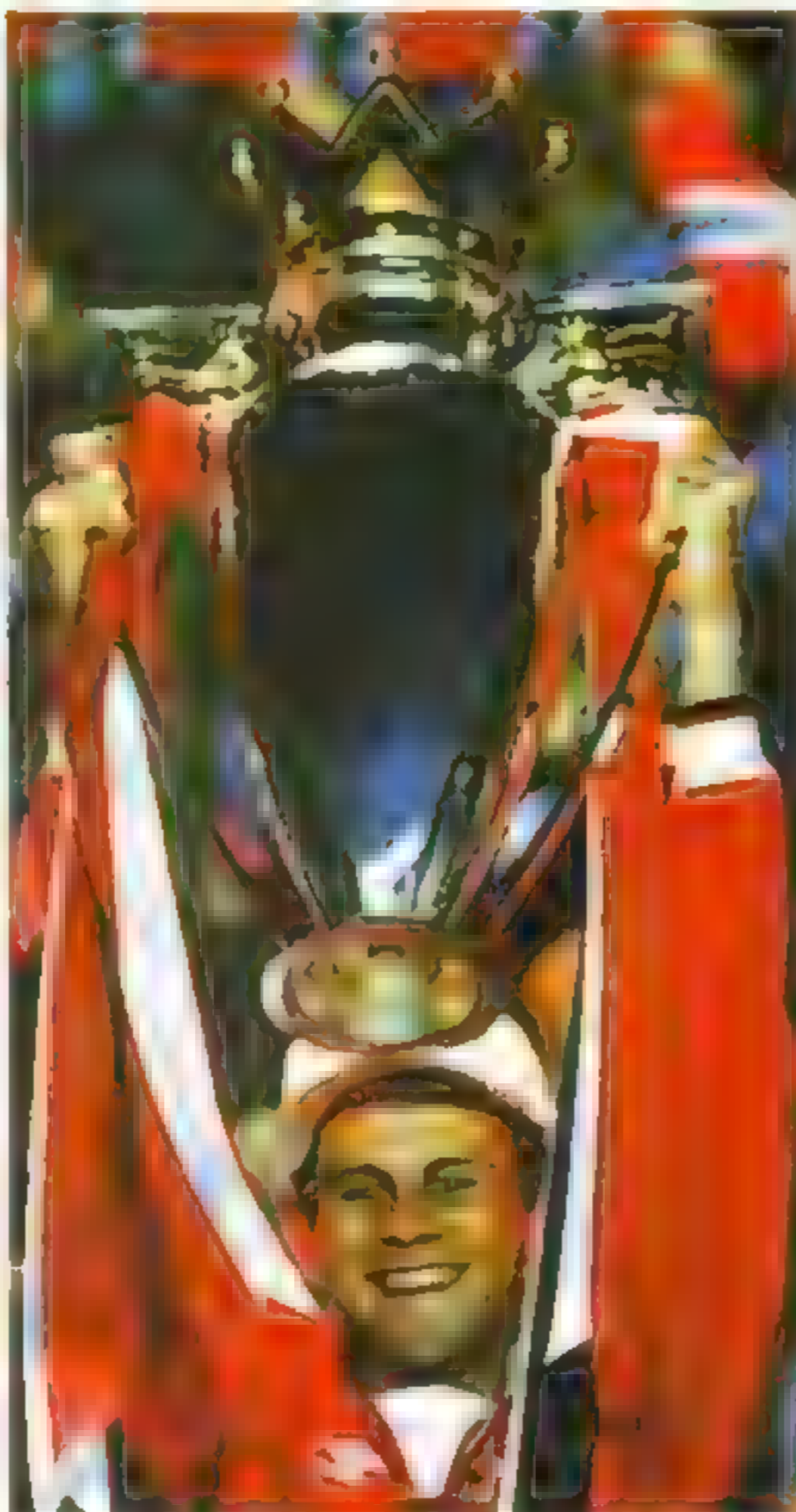
In the 1992-93 season Manchester United clinched the League title for the first time in 25 years. They also became the first side to win the newly formed Premiership. Suddenly, after years of moaning, Manchester United followers became the smuggest bunch of so and sos in the country. What's more, hundreds of 'supporters' began to crawl out of the woodwork, claiming lifelong allegiance even though most had never even been to Manchester, let alone Old Trafford.

The following year and United won the title for a second time, the FA Cup and only missed out on the treble at the final hurdle, losing the final 3-1 to Aston Villa.

Still the smugness grew to blinding proportions. And by and by Krisalis announce *The Double*, but then what happens?

Oh dear! No double. In fact not even a snifter of silverware. Welcome back down to Earth guys. Now that isn't the official reason for the delay but hey, everyone's entitled to their own theory.

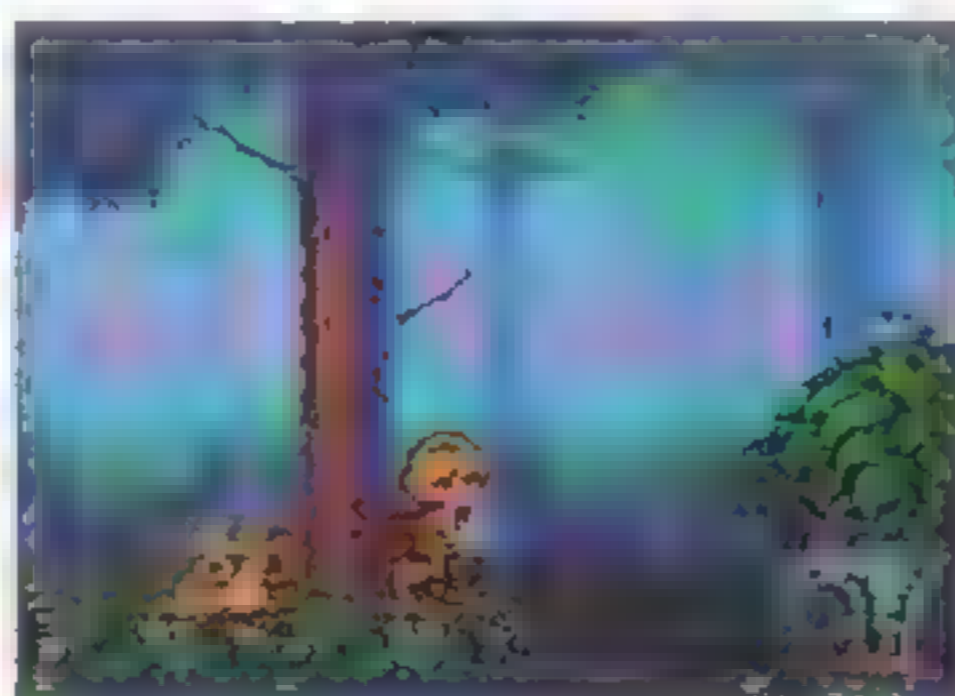
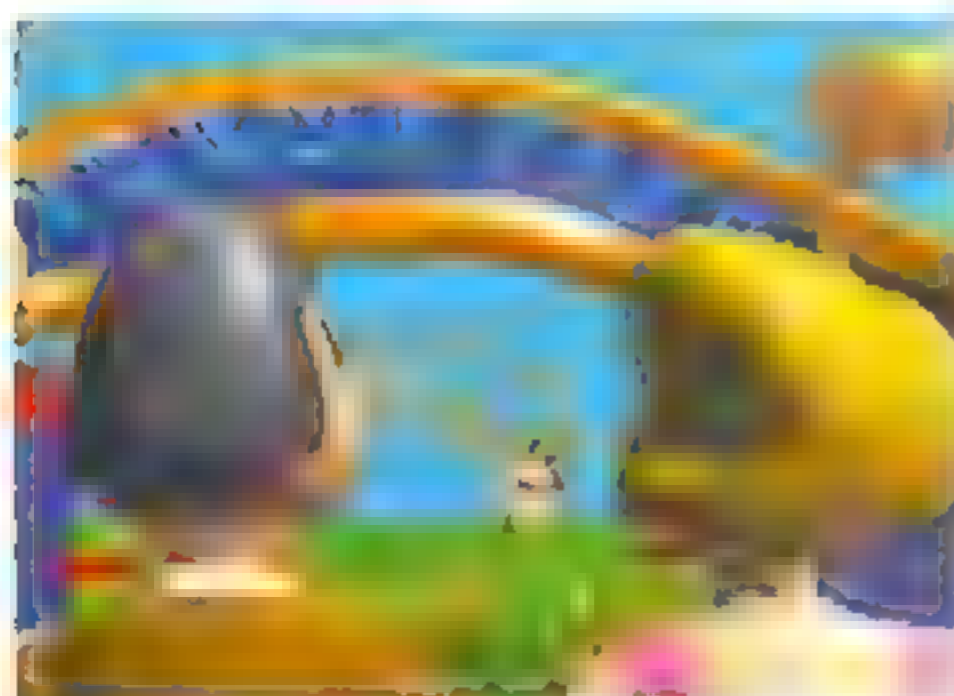
Now I know all you Man Utd fans will write in calling me a bitter sod, and maybe I am. But Wolves won as much as you this season — buggar all!



## CD32 CHARTS

What's going on here? This month's chart is as near as damn it identical to the last. *Rise of the Robots* and *Theme Park* have swapped top and second placed honours, but other than that, *Jungle Strike*, *Flink* and *Microcosm* remain unchanged. A testament to a market which was, until a certain announcement, beginning to stagnate somewhat.

1	(2)	RISE OF THE ROBOTS	(Mirage)
2	(1)	THEME PARK	(Bullfrog)
3	(3)	JUNGLE STRIKE	(Ocean)
4	(4)	FLINK	(Psygnosis)
5	(5)	MICROCOSM	(Psygnosis)



# CD32 SNIPPETS

### RECORD SALES

Good news if you're still finding it hard to get hold of the titles you want. HMV and Virgin are set to increase their high street prominence with several new stores to open this year. These in turn will include a lot more shelf space dedicated to video games. This is due largely to the great demand for next generation systems, PlayStation and Saturn, of which import versions have sold out. However, with the potential re-emergence of the Amiga at the forefront of affordable home entertainment it shouldn't be long before we're seeing Amiga software up their alongside the PC and CD-ROM stuff.

### THE TYPICAL ACG READER

I'm sure you all remember the survey we printed a while back. We received hundreds of completed forms which have provided valuable reference material while putting the subsequent issues together. Anyway, just out of interest, this is how the typical reader of Amiga CD32 Gamer measures up.

He is a working male (sorry girls) aged 27. He buys one game per month and likes all parts of the mag, especially the demos. He does, however, want more small tips to be included in the tips section. Overall he rates the mag at eight out of ten.

So there you have it. Are you Mr Average? If there is really anyone out there dull enough to be Mr Average, please don't write in — I fear your letter might bore us all to tears and convince us to give up computer games in favour of a life of voluntary silence in a Trappist monastery.

### THE SHOW MUST GO ON

Last month in the States saw the biggest consumer event in the history of the industry. The show was the Electronic Entertainment Expo, or E<sup>3</sup>, making its debut in Los Angeles. Even before the event, hopes for it were so high that the organisers were already planning to bring it over here — or at least over to Europe — for next year to challenge the established ECTS spring and autumn exhibitions. How it will fair remains to be seen, but it's already overhauled the Chicago CES in America after that show had been the premier event of its kind for a decade.

# Previews

In this era of post-glasnost unity and friendship between east and west, *Big Red Adventure* takes on a trip through a oddly distorted East European state, recently freed from the clutches of communism.

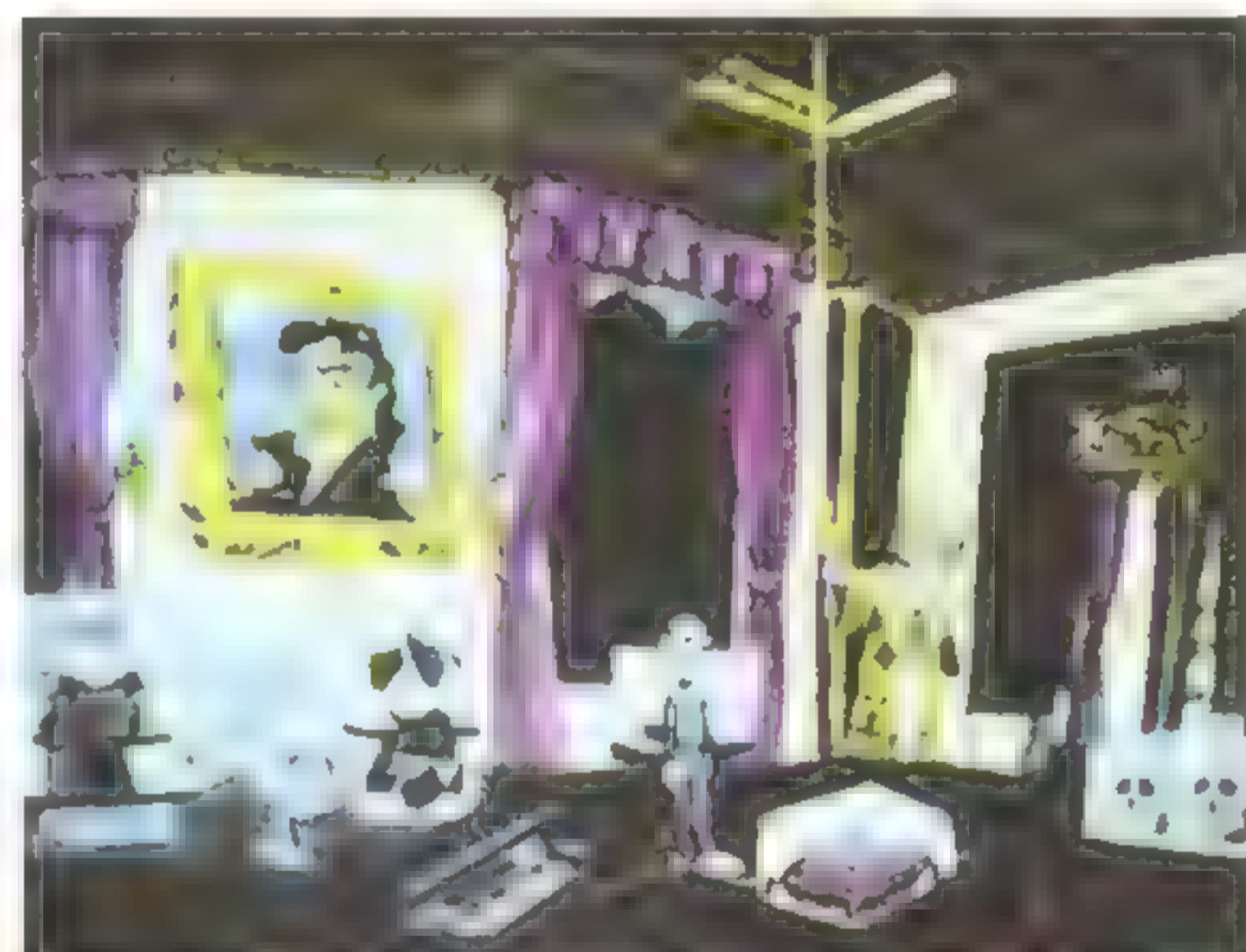
**C**ore are back! Not that they've ever been away, but still ..... dramatic effect an' all that, ya know! Anyway they're back - kinda - and with what looks certain to be yet another classic. Following the success of *Skeleton Crew* the finest shoot-em-up ever to grace the CD32, these whizzkuds now proudly present *Big Red Adventure*.

Don't get me wrong, this ain't no shoot-em-up. Oh no, this time they're dabbling once again in the world of point 'n click adventure. As we all know they're no strangers to this genre of game, having released *Universe* not too long back. Rated 88% back in issue 5, it was one of the best of its kind at the time and even now only *Beneath A Steel Sky* edges out in front of it. *Big Red Adventure*, though, could be the one that topples them both. Anyway, no matter what, it looks sure to surpass the mighty total of *Universe* and might even wrest the coveted Gamer Gold from our iron grasp.

This epic 'adventure' is based in the heart of Russia (that's where the 'big red thing' in the title comes in - and you thought we were being rude, tsk, tsk!) and follows the escapades of three young western adventurers as they stumble across a plot to return Russia to Communist rule.

Russia - the land of perestroika, glasnost and thousands of other equally unpronounceable words - has witnessed a whirl of changes since Communism was replaced by Capitalism, but not all appreciate the new found economic and social freedom. Okay, they can now pop down to McRomanof's and get their favourite quarter-pounder, and the vodka is flowing faster than the Volga, but some still hark back to the good ol' glory days when people were worked into the ground and the military ruled by the barrel of a gun. A group of such people, dressed in the faded jackets of the Red army, decided nuff was enough and sitting in a seedy downtown Moscow cafe they hatched a 'cunning plan' to restore themselves to power.

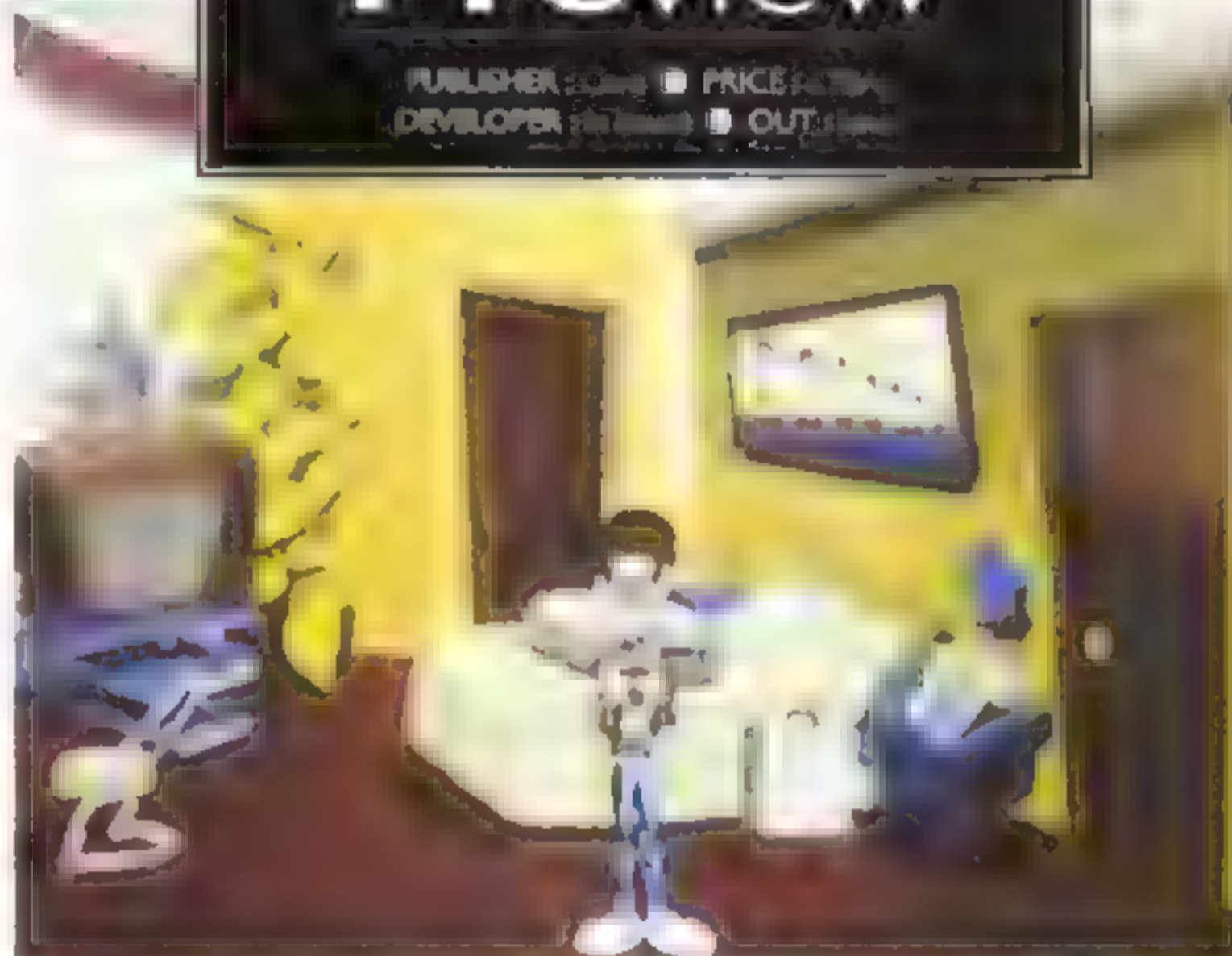
Cue our three intrepid adventurers: Doug Nuts, Dino Fagoli (say it quickly,



**Doug Nuts:** Doug is one of those unenviable characters that is classed as a 'techno-nerd'. He knows all there is to know about computers, but has unfortunately got no life, has never slept with a woman, never goes out and lives on all round sad and miserable existence (sounds uncannily like Miles), but if ever there's an electrical problem he's the one to sort it out. He's also been known to use his skills for criminal purposes - with disastrous and hilarious results.

## Preview

PUBLISHER: **CD32** PRICE: **£19.95**  
DEVELOPER: **CD32** OUT: **1995**

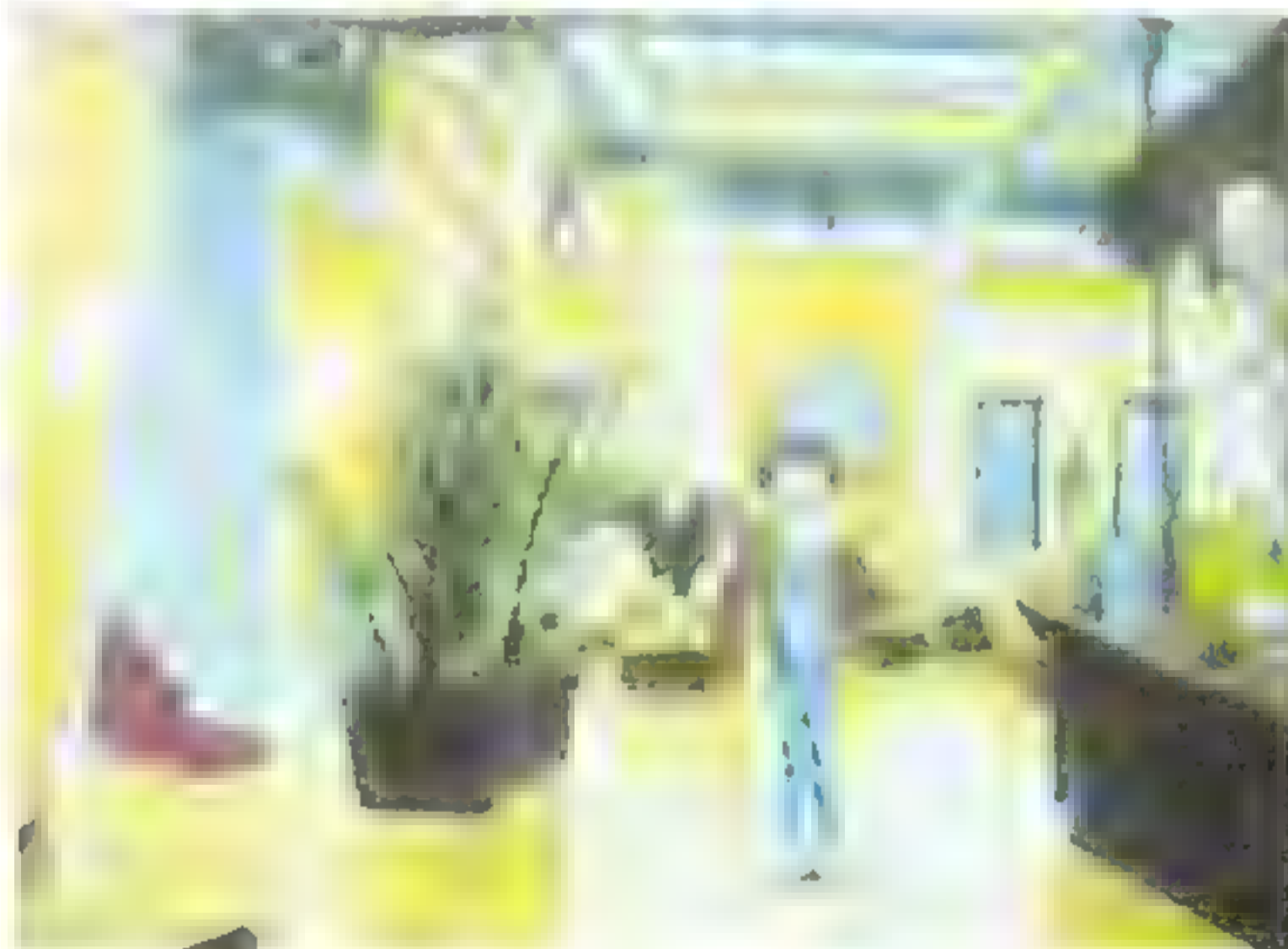


hmm!) and Donna Fatale. These unwitting, unknowing, uneverything characters somehow happen across these cronies and their evil plan and it's up to them to save the day. Facing adversity in the nostril, they set off on a 'Big Red Adventure' that will take them across the length and breadth of Russia. From Moscow, to the icy steppes of Zerograd and even along the legendary trail of the Orient Express, they set about thwarting the old farts and their dastardly scheme.

All in all *Big Red Adventure* boasts over 100 panoramically scrolling locations, each one hand rendered and featuring a marvellous pallet of 256 colours. Add to each of these a unique musical compliment that blends effortlessly with the surroundings and you have a good idea of the wonderful atmos given off by the game.

Each of the locations require the Gamer solving countless mind-bending puzzles and as you journey across the land there's over fifty characters to interact with as well. It all adds up to a colossal game which will surely keep even the cleverest, smartest CD32 Gamers going for ages.

Come the end of the game, players will have to have used all three characters. The game is split into three main sections, with each character having a primary objective in one of them and this forms the basis of that characters storyline. When



## A photograph of a large, multi-story building with a prominent red roof and a large arched entrance, likely a school or institutional building. The building is surrounded by greenery and a paved area.

A photograph of a traditional Chinese building with a yellow roof and white walls, featuring a large arched doorway and a smaller window. The building is surrounded by a dark fence, and a person is visible in the foreground.

There's some well dodgy characters hanging around down by the docks. Maybe they're watching trawlers and hoping to work out what Eric Cantona meant!

ISSUE 13 JUNE 1995

# Tower of Souls

Point 'n Click games are becoming increasingly more popular. There was a time when only *Dungeons and Dragons* fiends would play 'em, but now, everyone's at it. The same can be said for companies making them as well and the latest to try their hand is Black Legend. The result, well, read on ...

**T**op quality products, such as *Tactical Manager 1* and *2* (an excellent footy management series), and *Football Glory* (an impressive Sensi-type footy game) have made Black Legend a major player all within a couple of years. Quite a meteoric rise, especially for a company that has origins in Croatia! Anyway, several hits on the trot have made the games world sit up and take notice of these talented programmers and their latest enterprise is generally expected to be another sure-fire hit. Here at CD32 Gamer, though, we're of the opinion you're only as good as your latest project, so we'll reserve our judgement until we've seen the finished product.

Until then we can let you in on a bit of the background to the game and give you a rough idea of what it's about and what the hell is going on.

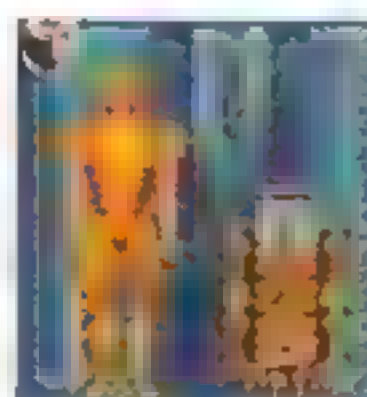
I suppose first thing you need to know is that *Tower of Souls* is a point 'n click adventure. Yes another one! They seem to be enjoying quite a resurgence following the success of *Simon the Sorcerer*, *Beneath a Steel Sky* and the soon-to-be-released *Limbo of the Lost*. An overcrowded market is not a bad thing though, as at least it means companies have to come up with something quite special if they want to sell any games.

The story behind the game begins many moons back, when a prophet named Maylor foretells of a demon that will come and cast a dark shadow across the land of Chaybore. In his rantings the wise man also speaks of a child who will follow the wicked demon and prove his undoing.

Many believed the prophets words to be nothing more than the rantings of a

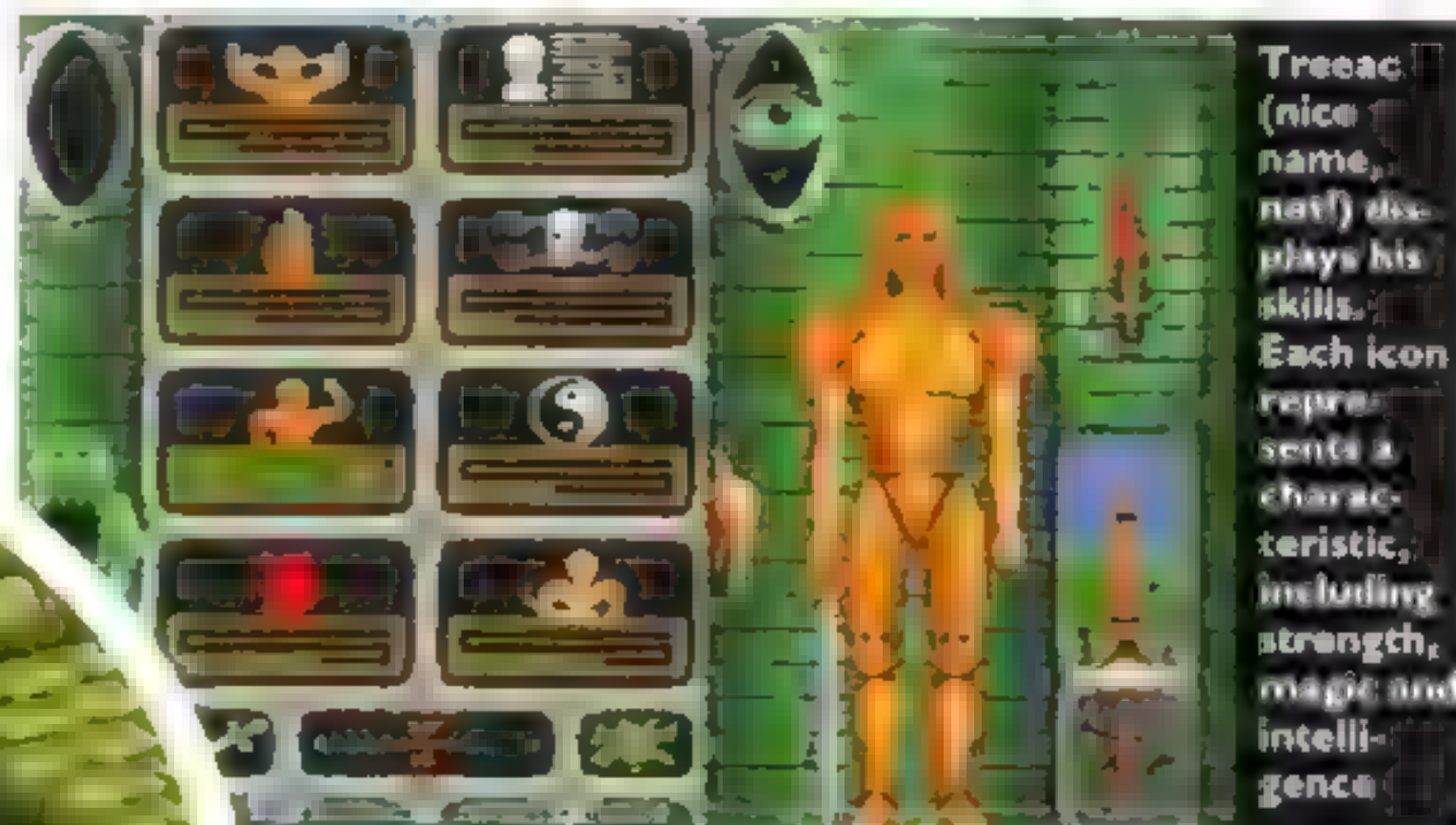


Treeac holds his hands up and surrenders to the wall. Bloody Chicken! We've only just got into the game as well! Which reminds me, if there's an uncanny similarity between most of the screen shots, it's because we only have a half finished copy and it keeps crashing. Boo ho!



## Preview

PUBLISHER: Black Legend ■ PRICE: £14.95  
DEVELOPER: Black Legend ■ OUT: TBA



Treeac (nice name, nat!) displays his skills. Each icon represents a characteristic, including strength, magic and intelligence.



deranged madman, but one dark night, the demon Baathatharok, steals into the village and removes the power crystals that have for so long protected it. With no defence the demon soon takes control and casts his dark and oppressive shadow over the land.

For years afterwards folk struggled against their wicked new master. Then, on a dark night, similar to the one that saw Baathatharok steal into the village, a farmer comes across a baby lying all alone on a bleak hill. When he stoops to pick it up a voice speaks to him from behind, "I am Maylor". The prophet had returned and the child was the very one he had spoken of so many years before. The wise man then recounted his wishes to the farmer and was, once again, gone.

The farmer heeded the wise man's words and brought the child up as one of his own, keeping the truth as to his identity and destiny a secret. Then, when the child reached his eighteenth birthday, he recounted to Treeac all that he knew. Treeac, had for a long time felt there was something special about him and now decided he must leave and face his fate. So, armed with a short sword and a packed rucksack Treeac sets off in search of the demon.

After wandering around for days, Treeac crumpled into a heap on a cold cave

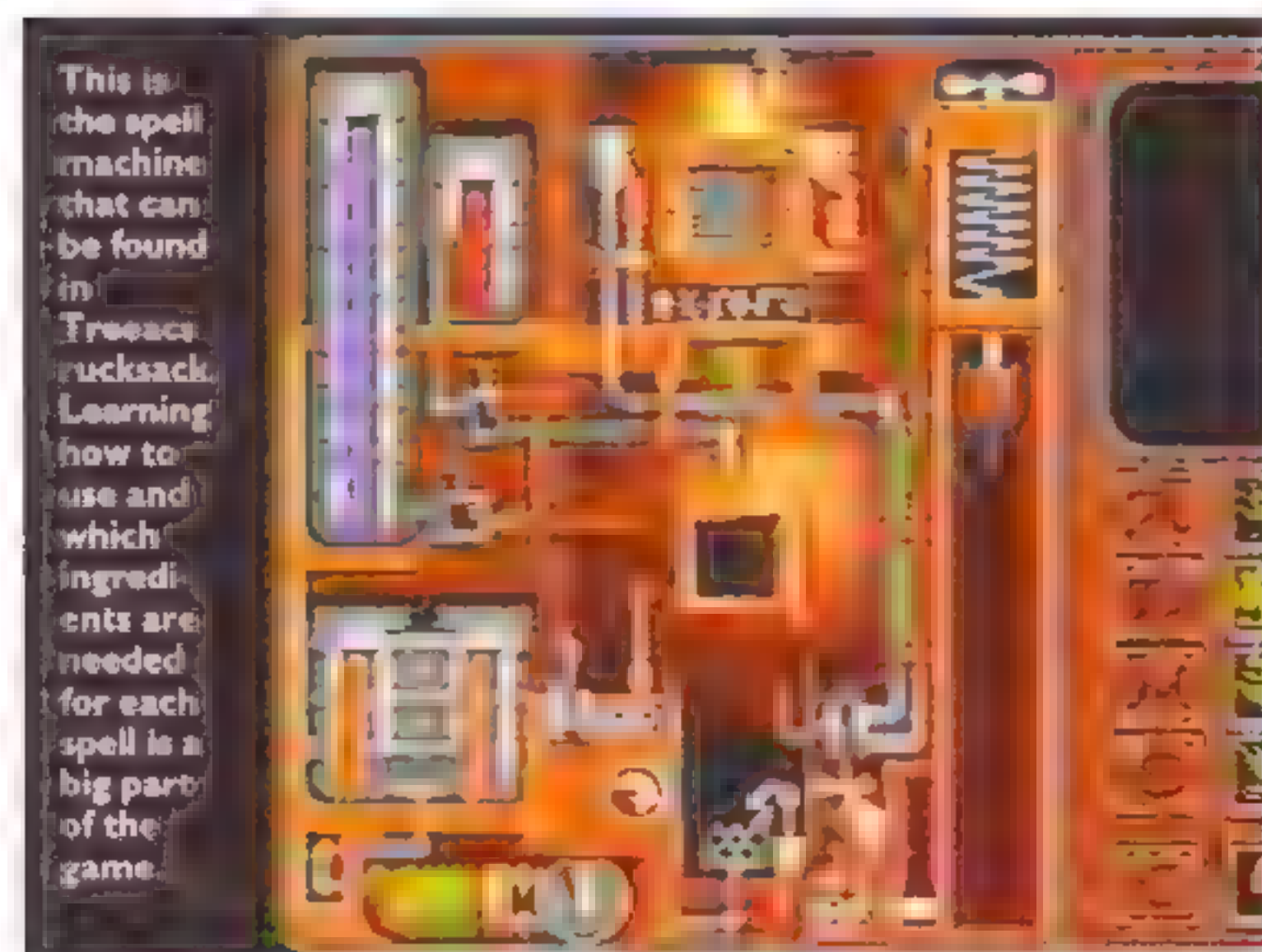
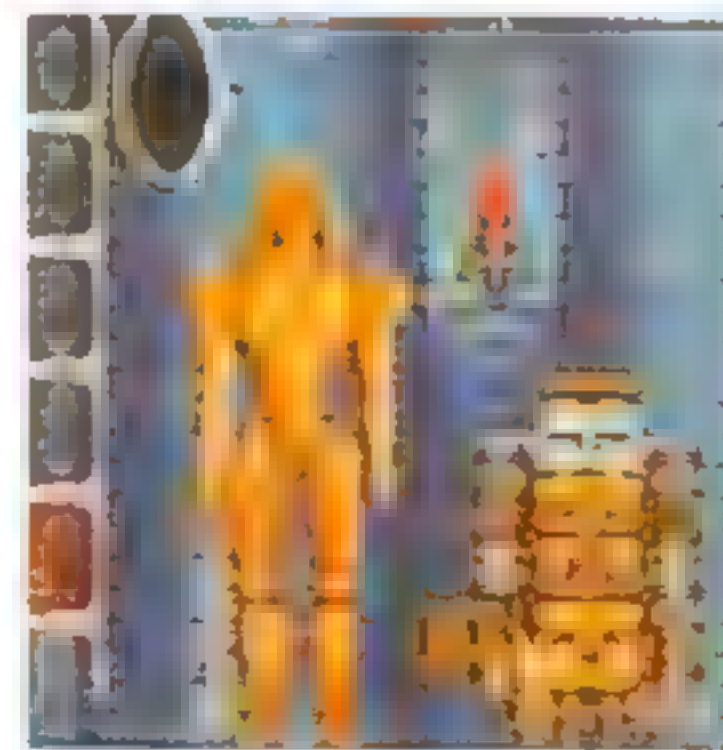
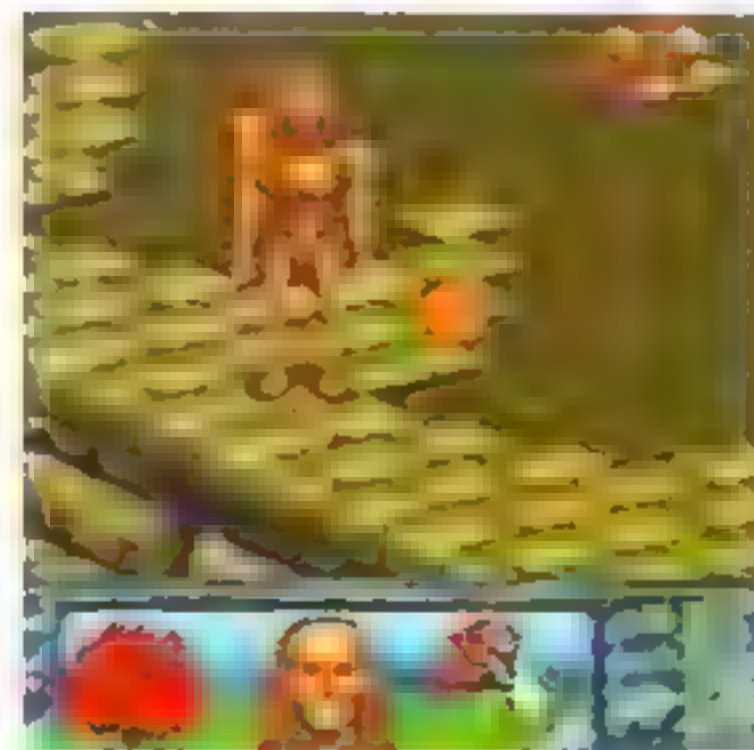
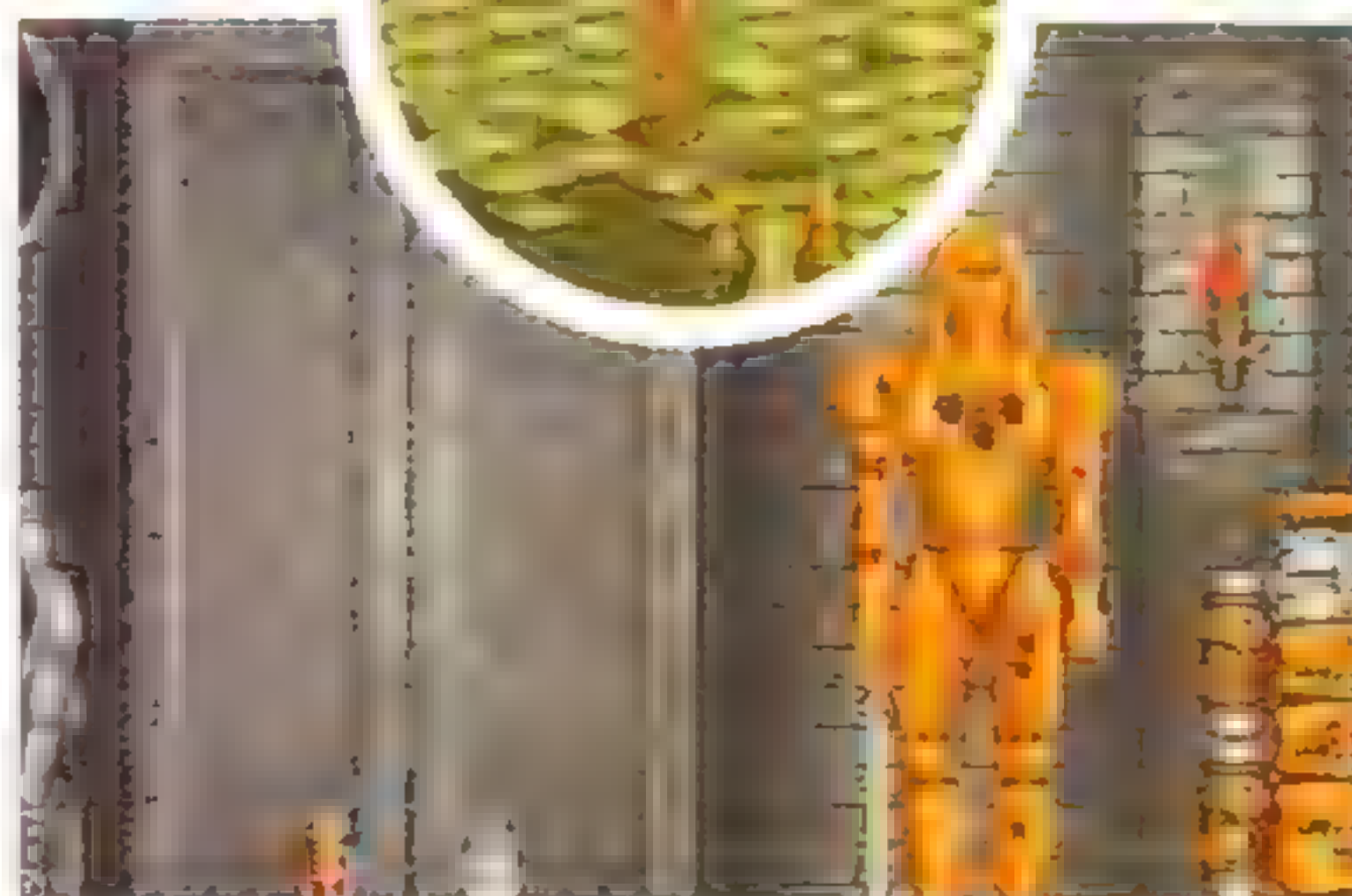


floor. Tired, lost and starving he cursed his lot in life. Then the wise man once again appeared. His words instilled a peace and calm in Treeac that he had never known before and he suddenly felt ready for the adventure that lay ahead.

The task that lies ahead is no adventure though, death will be lurking around every corner and only the fittest, quickest and cleverest will survive.

The general idea of the game is that the player must guide Treeac into Bashtharok's Fortress. Once there he must search out the machines that the demon is using to drain the souls of the locals and find the power crystals that are needed to protect the land. Along the way all sorts of puzzles must be solved and the demon's hoard of evil creatures have to be defeated.

It all sounds pretty exciting and the look of the game, tied in with some really rousing music, certainly add to an already thick atmosphere. A good point n' click needs more than an atmosphere though and you will have to check out our full review next month to find out if Black Legend have hit gold once again, or fallen foul of their first black mark! ■ JE



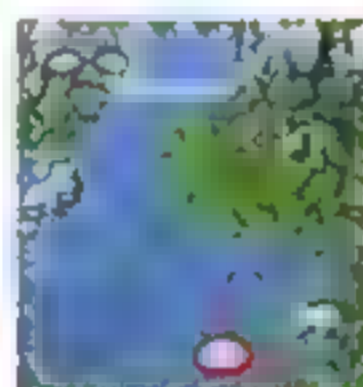
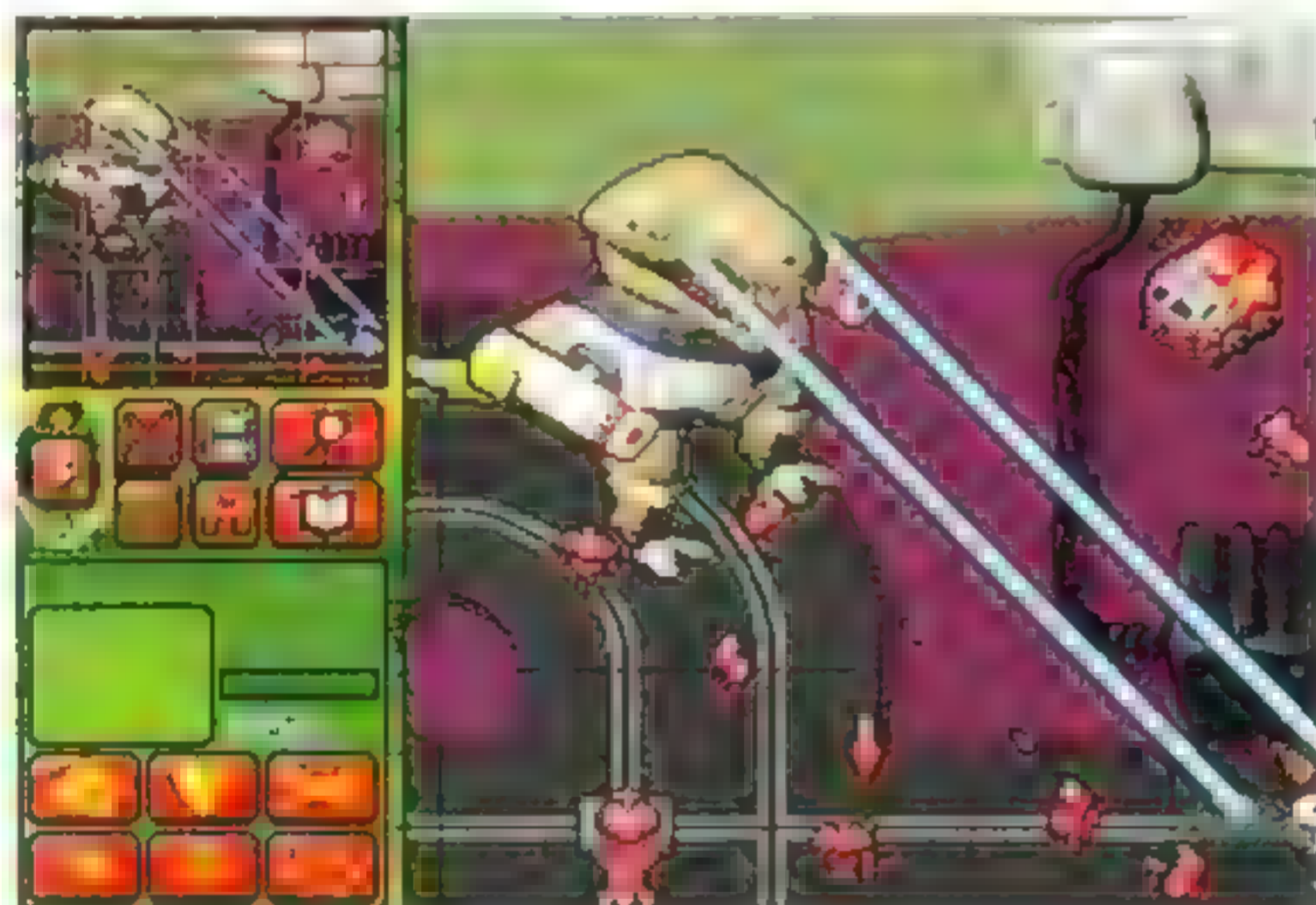
# Tiny Troops

The world of video games is constantly moving forward, pressing ever on. One man with his finger always on the pulse is Derek Dela Fuente. If it's worth knowing about, he knows about it. Like this for instance...

**T**his is billed as a fun styled battle strategy game encompassing six different worlds and 70 missions featuring two warring races of bug creatures. The basic storyline is that there are two native races — Klutes and Furfurians. They are the only two intelligent races on the planet but one believes the other should not be around. For the past 400 years they've been at loggerheads but now the toll of these years of the war has made the planet quite unsafe. A meeting is held to try to stop the fighting before it is too late.

Both sides mull things over, they realise that to continue would be fatal but what will they do, for fighting has been a part of their philosophy? Neither side were prepared for such a dramatic change in lifestyle. Luckily they found a compromise — to battle on other planets.

The worlds of backdrops for these battles are weird. Locations such as a beach, in a living room with objects appearing larger than life, looking more like something



## Preview

PUBLISHER: Mindscape ■ PRICE: £19.95  
DEVELOPER: DDF ■ OUT: 1995

.....

to a standard strategy game in the way it is played. The the visual content is unusual with big, bold and colourful graphics and not the dull small sprites we are used to seeing in a game of this type. Puzzles are also an integral feature of the game requiring mental aptitude.

In the first few levels only some of the troops and vehicles will be available but as you progress more are put into the game. From flame throwers to mines to rockets, things will become more challenging as the game progresses. Pre-planning, using your troops correctly and using your initiative are all part of a game with a fun look but a serious theme.

Expect a full review next month. ■ DDF

out of *Micro Machines*. Because the battles are on Earth you will find yourself familiar with many of the settings.

At the start of each battle, the player is offered a selection of troops and vehicles. Once this is done you click on a wealth of icons as the battle commences. Moving characters and vehicles is easily achieved via the point and click method. The game will also allow for you to run rescue missions or even destroy buildings. The attempt is to make the game as user friendly as possible via the interface. It combines a mixture of *Dune II* with *Lemmings* whilst ensuring it will be very close



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# CD feature

The Amiga scene now looks like it will have a new lease of life with the news that ESCOM, the German company, has taken the reins. While restructuring goes on, the only thing to say is that while the fickle software houses are now planning what to release, you have a wealth of Video CDs out there to play on your Amiga 32. FMV cards are hard to get but there are still some around if you are lucky enough to find one or want to pay £199.00. It's a lot of money but for a music CD player it's good value when you look at what's on offer.

There are now two major companies in the UK who are releasing film and music CDs that can be played on the CD32, PC with Reelmagic, CDi with a digital card and even Apple Mac with an Mpeg card. The really weird thing is that the CD32 presents the best quality of all machines. A short selection of titles follows.

## THE CLASH

Castle Communications



The Clash, along with the Sex Pistols, were notorious for their outrageous on-stage behaviour. The punk band has a cult following and the two CD package shows them in concert/on tour. 29 tracks of loud, frantic music, with some violent behaviour from the band and the crowds that attend the concert. Quality-wise the compression routines and streaming are excellent. For all those Clash fans, tracks include Rude Boy, Punk and Disorderly, Police and Thieves, Sex Drugs and Rock 'n Roll, Tommy Gun, Johnny Too Bad and a lot more anti-conformist tunes. The small booklet that accompanies the 90 minute CD may only be 4 pages long, but a good history of the CD plus snippets about the band members give you a good insight into what it's all about. For some reason most Video CDs are devoid of information, and it would make things complete if a book accompanied them all! This is a niche CD and one that will probably only appeal to fans of the band. It's loud, crass and pretty uncontrollable!



## PINK FLOYD

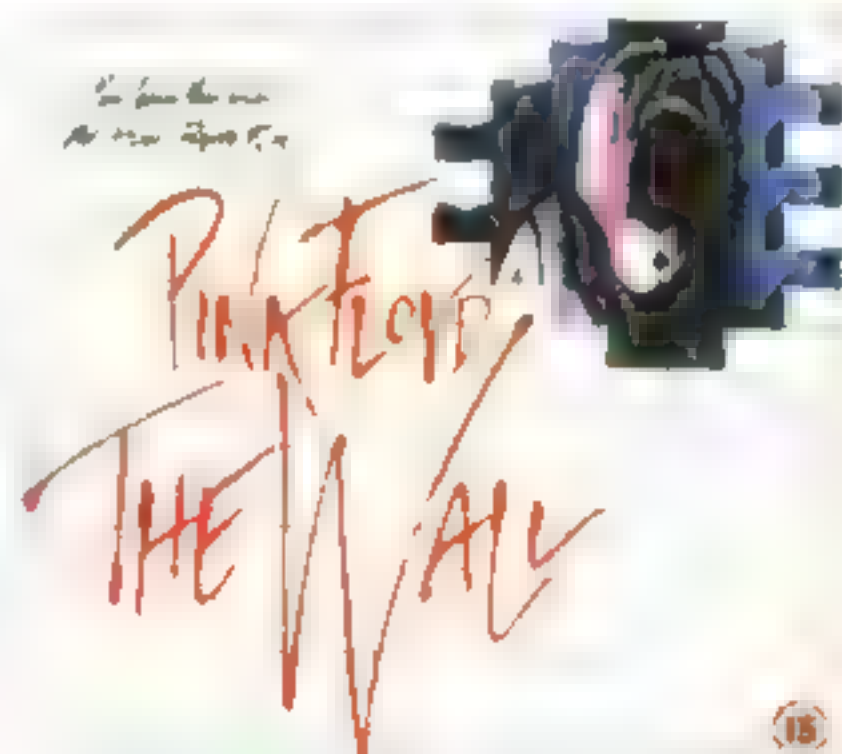
Polygram

## ROLLING STONES

Castle Communications

The grand old men of rock still keep playing on. Although I must admit I'm not fan of the group, the collection of songs could not have been better chosen as a representation of their music. Start Me Up, Tumbling Dice, Ruby Tuesday, Honky Tonk Woman, You Always Get What You Want, Paint It Black, Sympathy of the Devil, Brown Sugar, I Can't Get No Satisfaction, Its Only Rock and Roll are all the classic tracks from the early days of their career. The Max part of the title is a hint for you to turn the volume up to maximum! The live footage was shot in Berlin and includes 112 minutes of excellent songs, clever cut shots of the group and lots of Mick Jagger's prancing.

With the band re-emerging with what I believe is one of their best albums and a series of concerts, this should make compulsive viewing for everyone. I was never a fan with the outrageous Syd Barrett and after their first (or was it second) album, A Saucerful of Secrets, they then went into what I called the transitional period, where all their music was full long segments of instrumentals which weren't very melodic or even pleasing to listen to. The Wall, with the chart topping single, brought the band to prominence with the masses and this album, now on CD with lots more, is now a part of rock legend. Another Brick in the Wall is one everyone sings along to but this 1982 release is still innovative in ideas and approach. Okay, half of the CD in my view is pretty awful but the other half is



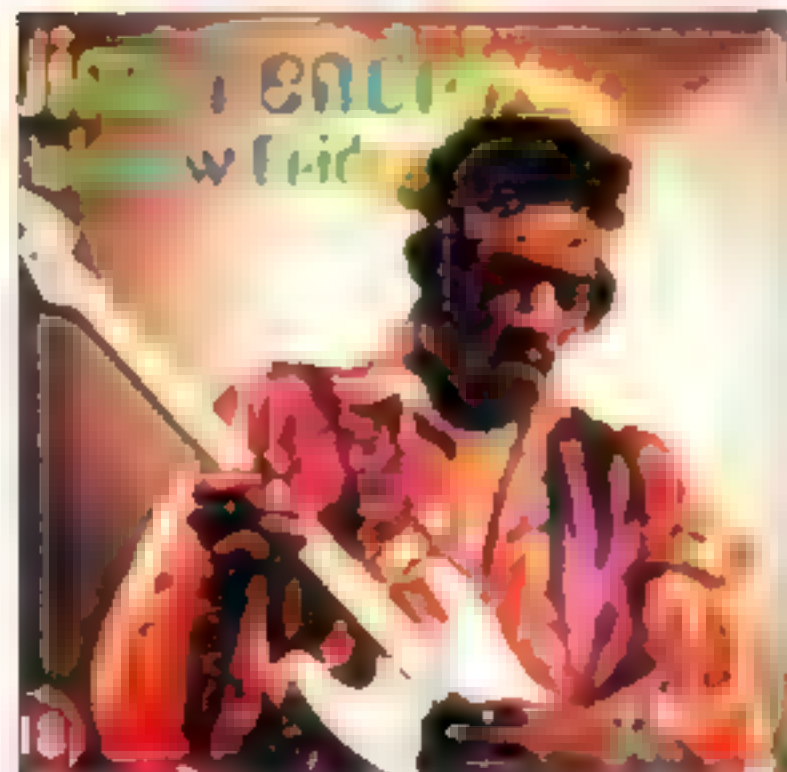
# Amiga CD

Fun, Films and Music

brill. Great solos and stunning cinematography earns this special points, as even if you do not like the music you will like some of the film footage.

## JIMI HENDRIX

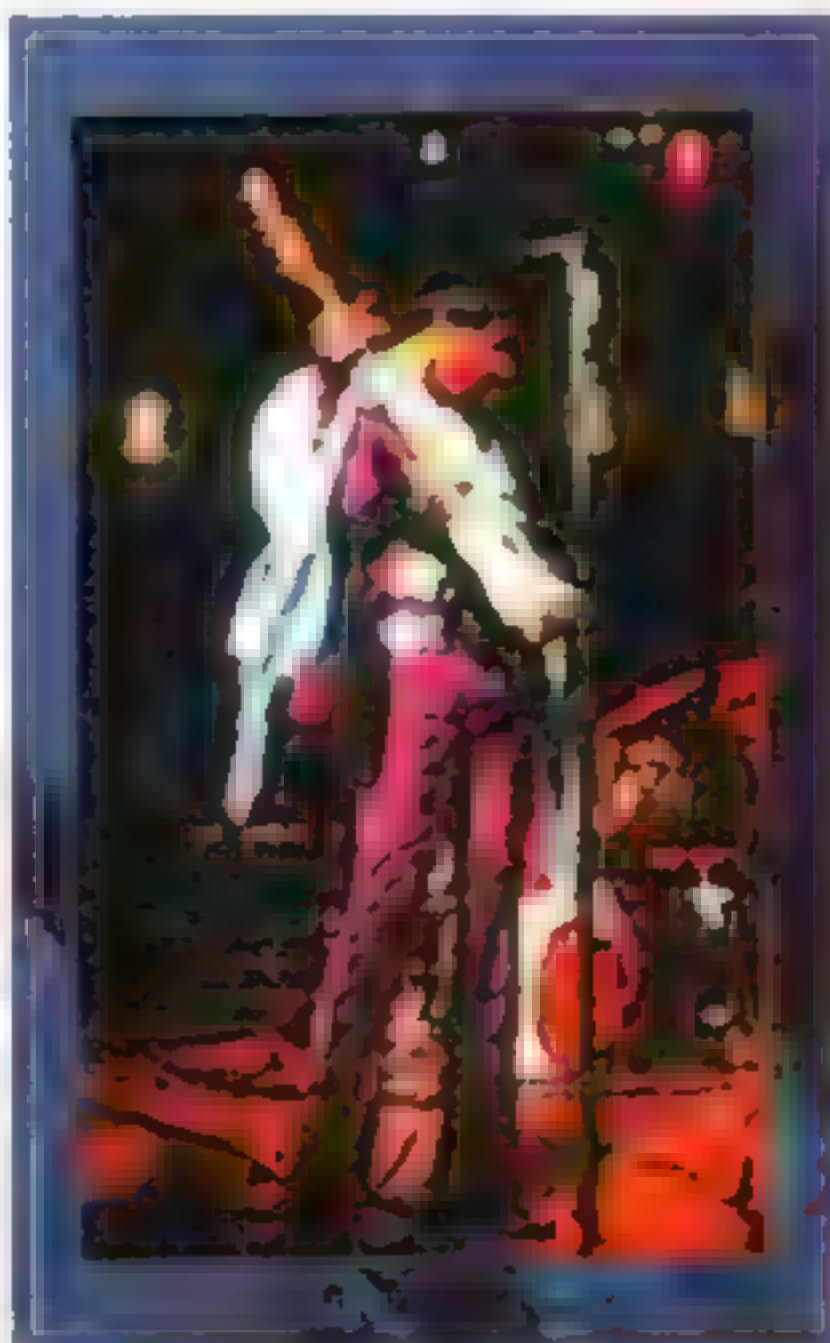
Castle Communications



'Ah, Jimi Hendrix - who is he?' will come the comment from the vast number of you younger people. Jimi Hendrix was the first really great electric guitarist around. If Eric Clapton is the great technical player, then Jimi was the most inventive, and I am sure Eric will merit him as being the person who did more for the rock industry than any individual player. Even now, nearly 20 plus years after his death, his playing is still inspirational. His approach was different in many ways. He was not classically trained, could not read music and even played with a right handed guitar although he was left

handed. If you watch some of the early footage with Jimi you will notice that the E base string is at the bottom and not at the top. Even the way he tuned his guitars was different. The man sounded like there were two guitars being played at once as he played chords and interjected fast solo runs over the top. *Rainbow Bridge* came when he was nearing the end of his career before he died, and there is a great debate as to whether this is some of his best stuff. All his works were great because his style changed from album to album. *Rainbow Bridge* is one of the most melodic and structured of all his LPs. On this CD we have *Dolly Dagger*, with some really amazing zippy guitar playing, short but crisp licks. *Room Full of Mirrors*, with excellent overdubbing. *Ezy Rider*, *Look Over Yonder*, plus more tracks. Even some earlier classics like *Hear My Train Coming/Voodoo Chile* and *Purple Haze* are put together in a montage. *Forry Lady* shows Jimi thrusting his guitar around like it was a toy and boy can he play. The real let down about the collection is that it's really a theme documentary with more about the *Rainbow Bridge* event and the hippies behind it. Therefore, you have two-thirds of the CDs dedicated to a storyline and not Jimi Hendrix himself. When he does appear in the second disk, the tracks are too short and there isn't really enough music, but then I suppose it's better than nothing!

Watch this video and you will see the stars of today imitating him, but none come close. Prince eat your heart out! Great footage, some of which I have never seen before. Buy this and you'll be converted!



## THE CRYING GAME

Philips

This has been around for a while now but it's still one of the best films I've seen on CD. This is one that tugs on the heart strings, whilst at the same time being mean and moody. Possibly one of those politically ~~misleading~~ films in the current climate, but you should view it for yourself if you can, because despite the fact that it's based around the exploits of the IRA in London and Ireland, the actual scenario is one that will have you on the edge of your seat with some really extraordinary twists.

Jody is a British soldier held hostage by the IRA and awaiting death but a relationship develops between him and one of the captors who he asks to trace his girlfriend. They fall in love and some dramatic scenes then occur. Even if I mentioned just a little more it will give the game away.

This is an 18 certificate, and although there are some gory scenes it is not gratuitously violent. Running for 112 minutes you will be biting your nails right until the last minute of the film, and I mean the last minute.



## LESLIE NIELSEN

Polygram

The *Naked Gun* star who has made the art of acting bad look good, starts this hilarious tutorial with the words, 'You don't play golf to feel bad, but play bad golf to feel good.' It is hard to describe this as every few minutes some really wacky dialogue changes the flow of what he is originally saying. He pops up with outrageous golfing gear complete with 3 hats. The hard part is to watch what is going on in the background as opposed to the actor himself for either way you will miss something. So here you must watch the CD at least twice to take in the double dose of comedy. Golfers in the background are chucking clubs around whilst Leslie is spouting on about the merits of golf. This might sound a mixture of cut clips but there is a cohesive story behind the whole thing. Some



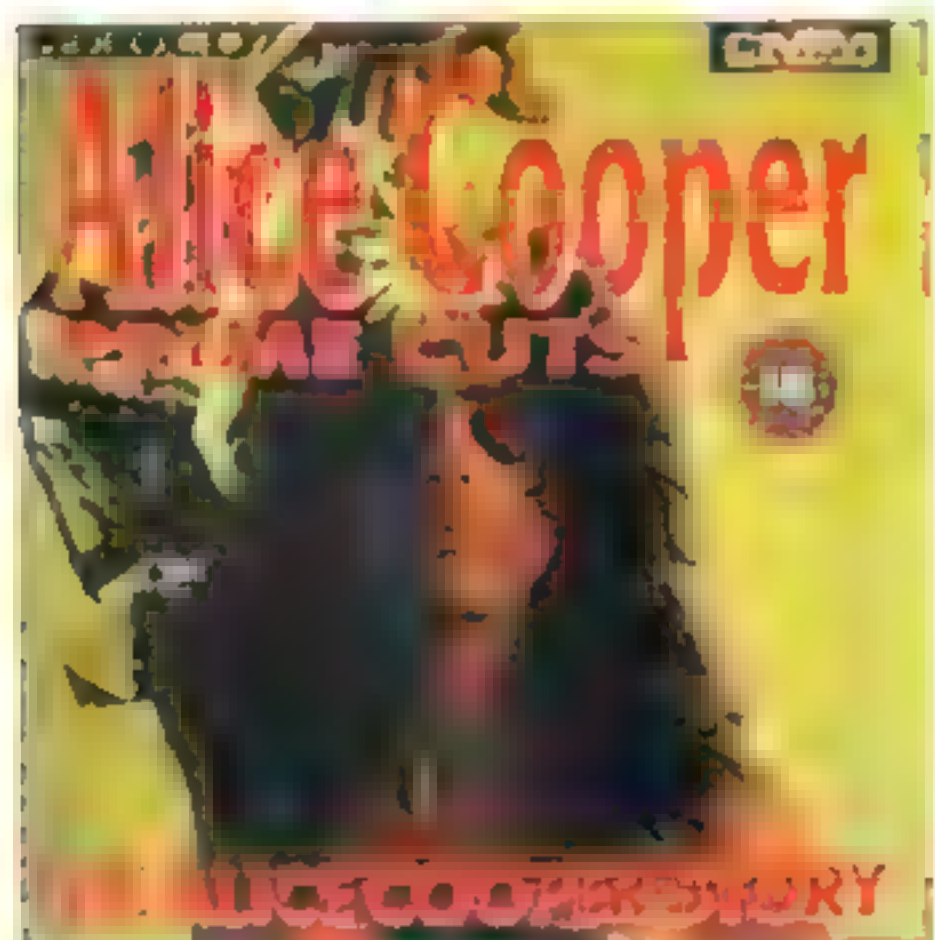
really funny takes from the making of this video are also included. There are some really classic one liners, and although this video has a PG certificate, how about these ones. Watch this video for it has more holes than a sex video!" Talking to your balls will help your golf. 'The best way to improve your score is to lie' Also watch out for a cast of celebrities who make token appearances. The video costs £12, and my one real criticism is that all you get is a mere 48 minutes'

quite remarkable that they achieved so much in such a short space of time. Did you know that Ginger Baker's roots go right back to the late 50's when he was in a number of jazz bands, or that Jack Bruce came to prominence whilst in the Alexis Korner band as a vocalist, bass player and harmonica player? Now you may not care, but when you learn all about the background to each member and see what they have gone on to do then this becomes more of a history into the rock archives. Eric Clapton's past band read like a who's who. Starting with the Yardbirds, who went on to take the resident spot at the Marquee from the Stones, then on to the John Mayall band.. From the moment you load this in, with Simon Bates injecting the narrative, then shots of the band members, in black and white photo form, colour shots in concert, you know this is something special. Music is prominent throughout with classics such as W. Dixons' Crossroads, and Spoonful. Live in concert on their tour in the States and the Albert Hall compilation are not to be missed. The mere fact that some of the songs are nearly 30 years old is quite remarkable as the guitar riffs, songs and even production sounds like they could have been made today. *Disraeli Gears*, *I'm So Glad*, and *Sun Shine of your Love* are a mere few of the tracks included. I thought I knew everything about this group but I could not have been further from the truth

This is compulsive viewing even if you are not familiar with the band. This is a piece of rock history and Eric Clapton has offered as much to the music industry as people like John Lennon, Paul McCartney, etc. Not to be missed. You can eMAIL me with any news or views at [derek@euromags.servefan.co.uk](mailto:derek@euromags.servefan.co.uk)

## ALICE COOPER

Castle Communications



Alice Cooper has now been on the music scene for a good twenty years, and, as he says on the CD, he was the bad guy who broke through the Love Generation and brought a raunchy feel to the scene. Billed as 'the ultimate look at Alice', this is quite an interesting offering. I say 'quite', apart for two years when Alice was the vogue group, releasing some excellent tracks that you can really only count on the finger of one hand, the classic sounds including *Schools Out*, *Poison*, *Elected*, *No More Mr Nice Guy* and the one track that stands out above the rest *Only*

*Women Bleed*, can truly be classed as rock classics. Not many for such an icon of the industry where his on-stage antics and look were his number one asset. Even now he still blacks his face and wears clothes that look dated. Having watched the video complete with some interesting comments by the man himself, plus Ozzie Osbourne, Slash from Guns and Roses and producer Bob Ezrin, you are left with the feeling that this is really somewhat past its sell by date. Coming on two CDs, there are twenty-plus tracks live in concert, many which never been seen before. This is one of those curiosity CDs, and I must admit I was eager to load it up, but it offered nothing either audible or even visual that I have not seen or heard before'

## KEEPING THE FAITH

Polygram



You either love 'em or loathe 'em but you must admit they do what they do better than most rock bands. This 2 disk compilation has all the best tracks from the group and they include *With A Little Help From Your Friends*, *Wanted Dead or Alive*, *Keep the Faith*, *Blaze of Glory*, *Living on a Prayer*, *It's My Life*. In total there are over 16 tracks and this is a great live concert with nothing cut, so you get to see and hear there group talk to the audience and get the feel of actually being there. Now if you have already got most of the tracks then an added bonus of some acoustic versions of

their songs, plus lots of behind the scenes shots mark this down as a very worthy and up to date experience. Its fresh, alive, so turn the volume up and enjoy!

## LIVE FRESH CREAM

Castle Communications

If you are a fan of Eric Clapton you will no doubt know that he was a founder member of one of the greatest live rock bands of the sixties. Including Ginger Baker and Jack Bruce, this CD offers music, interviews and an insight into all 3 members. This is a true Rockumentary, giving all the information about the band from their beginnings in 1966 to the final concert at the Albert Hall in 1969. It is



## BELINDA CARLISLE

Castle Communications

Another 2 CD presentation of an artist live in concert. This is the classic live performance of Belinda on the Runaway tour of 1990, full of her hits and showing her sensational talent (well that's what the press blurb says)

I admit I kinda like Belinda, but must confess to never having heard one of her albums although I have found most of her singles enjoyable. The same applies to this, its nothing really special, just a very laid back affair with some great tracks, some good and some very mediocre. I get *Weak*, *Heaven is a Place*, *Mad*



About You are all top ten hit songs. Her effervescent style soon gets you bopping along to the mood of the songs and although her distinctive voice makes a few of the songs sound samey, the cut shots and the video from the concert is top notch

## SADE

Sony

s a d e

life promises

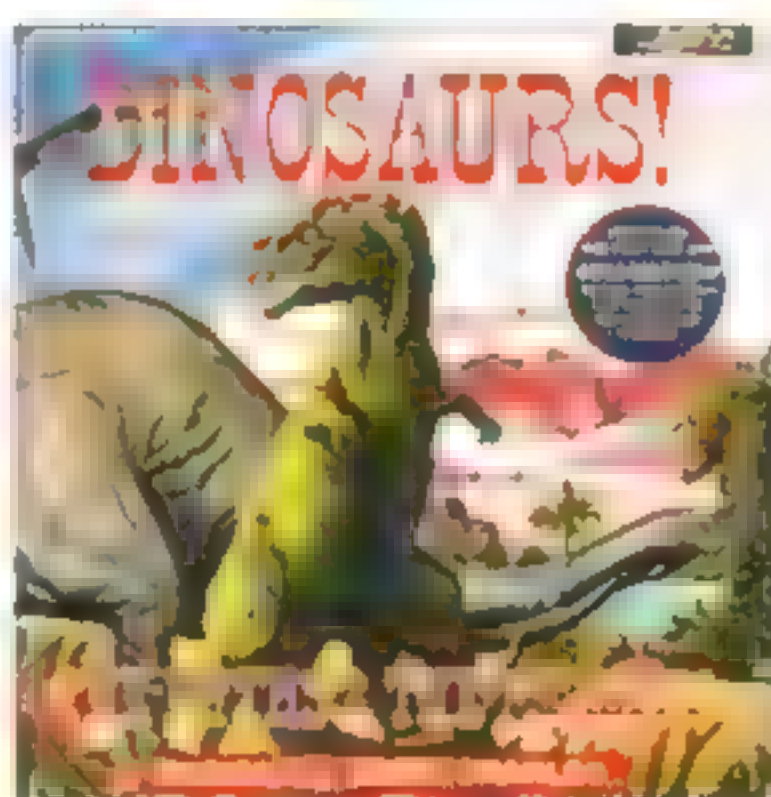


The smouldering voice of Sade complete with some of her top selling tracks which include: *Smooth Operator* and *Your Love is King*. The other 12 tracks are a compilation of slow melodic songs showing the singer has a brilliant vocal range. This may not be to everyone's taste but the shots of her singing are clean and each track offers a new back-drop and some interesting backing arrangements. Running time is approximately 60 minutes

## DINOSAURS

Castle Communications

This is narrated by Craig Charles of *Red Dwarf* fame. This was one of the first CD videos to work on all formats using the latest Diamation - which utilises the latest 3D computer graphics. The CD delves into the myths and reality behind these extinct creatures. Whereas most companies have used this subject matter on the back of *Jurassic Park*, Castle present one of the most interesting 60 minutes of facts you will ever be presented with. Chronologically it moves from when the Dinosaurs died out because man evolved. Dinosaurs were stupid and inefficient, all prehistoric animals were Dinosaurs, all Dinosaurs were solitary creatures - which are all myths. The narrative is stunning with so many facts enlightening the viewer and the visuals are as good as the ones in *Jurassic Park*. If I had to choose one CD to show you what edutainment is about, with the quality of CD production, then this would be the one I would choose



## THE BOLSHOI BALLET



What you have here is the top ballet group in the world with the most famous story. Even if you hate ballet, or should I say not have any interest, you will certainly be humming along with the tunes. Tchaikovsky's *Nutcracker Suite* is based on the fairy tale by E.T.A. Hoffman and tells the story of a little girl's adventure into a magical world of toys on Christmas Eve with an enchanted Nutcracker Prince and the evil Mouse King. Digitally recorded, this is top quality presentation and comes on two CDs.

## KATE BUSH

EMI

Coming on two CDs, you have the very best of Kate (so we are informed) dancing and prancing around. Hit titles include *The Man with the child in his eyes*, *Wuthering Heights*, *Babooshka* and *Running up that Hill*. I must confess, I thought that Kate has had many more hits than those which are featured on this CD, which includes a total of 18 tracks complete with a discography. Not as dynamic as I would have assumed, but pleasing nevertheless. I just get the feeling with this compilation that it has been put out to fill a hole in the market, and more research into the tracks laid down with more facts and even variations in setting would have made a far better impact!

KATE BUSH  
THE WHOLE STORY 93



## EARTHA KITT

Described on the cover as the most exciting woman in the world is somewhat pushing it, but can you believe that was a quote from Orson Wells! Renowned for her feline looks, movement and purring, it is hard to class her as a true jazz singer. Her career dates back to the fifties where she toured the boards in the States in Broadway musicals. Tracks that I have never heard and some unusual vocals make this one to miss, and I do not say that about many CDs! ■ DDF



# CD feature

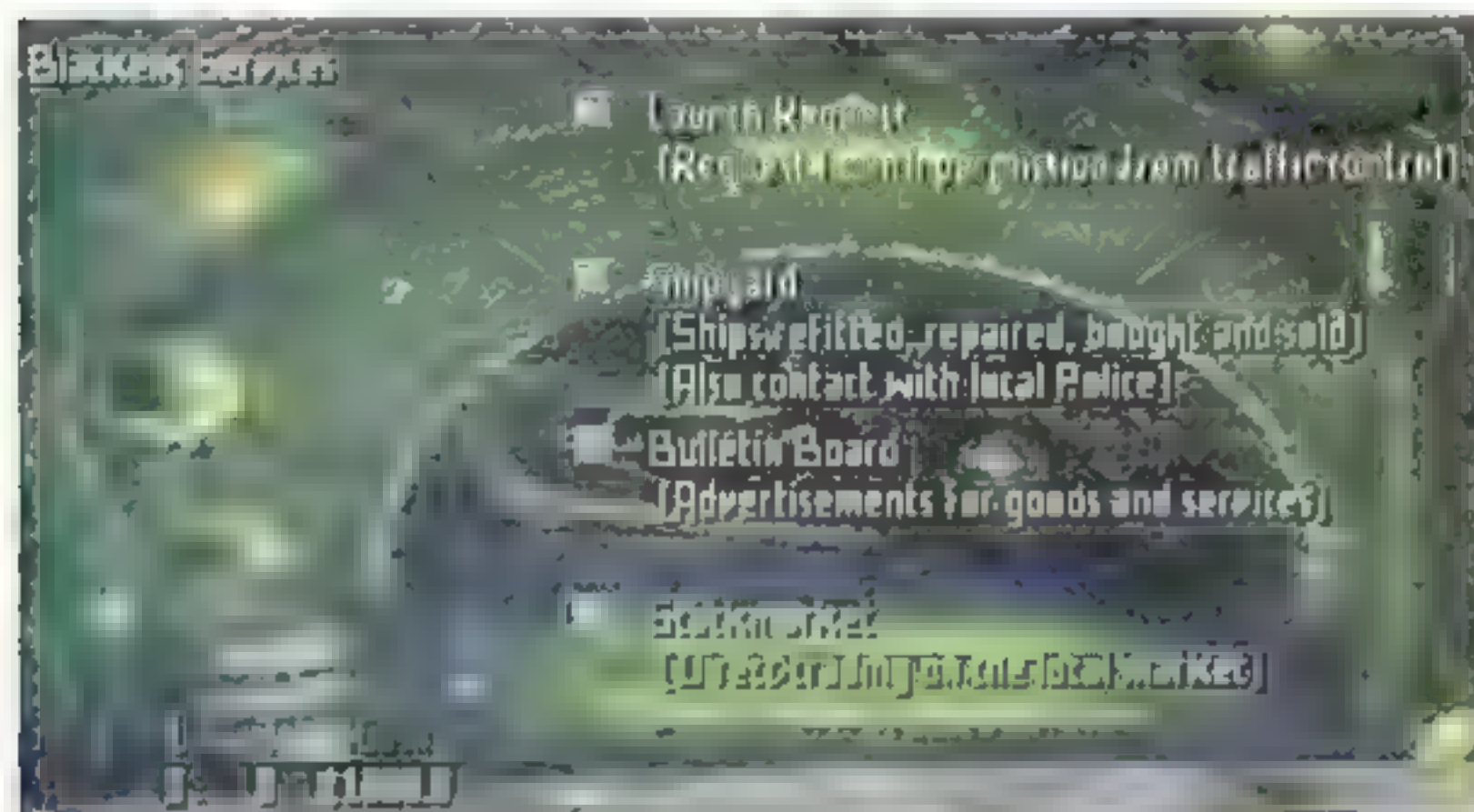
Derek Dela Fuente and Terry Pratt take us through the basics of *First Encounters* — the game which could redefine the meaning of quality on the the CD32. Their observations are taken from the already completed PC version, but this should be no different to ours when it arrives.



**W**e can categorically reveal that the CD32 version of *First Encounters* will be released in September. If you're chomping at the bit to know what it is like, we can't really say at the moment. However, we all know that Elite is an excellent programme and this third installment should be even better.

We're sure you want to know what it's all about, so we played the PC version and here's an overview to what your appetite plus a potted history of the game — the CD32 version should be no different from the PC version, so here goes

Elite was probably the first game to attain superstar status way back in 1984. Nine years later the follow up, *Frontier*, was released to rave reviews and a public behaving like Pavlov's dogs. Now, a mere 18 months later, the third installment *Frontier First Encounters* is due on the CD32.



Interaction with the game environment (other than the actual flying sequences) is through simple menus. Highlight the required option and Bob's your Auntie's live-in lover.



For those unfamiliar with the scenario behind the series, I shall recap. The basic idea of the game is that you are a space trader and must climb to the top of the ten combat ratings from harmless to Elite, ratings that are based on the number of 'kills' made. At the same time you choose who to pledge your allegiance to — either Federation or Empire, and try to progress through the thirteen military ranks based upon the number of successful missions completed and their difficulty.

For those of you who either don't want to, or are too frightened to attempt to become the envy of all, there is always the wimps get-out clause which allows you to just potter around trade

**An unsuspecting rival trader takes a turn for the worse above one of the countless alien worlds in the universe of First Encounters.**

routes earning enough credits to retire on.

Those of you who know *Frontier* can skip this next bit while new users should follow me.

Obviously, how you work your way up the ladder to the pinnacle of adulation is up to you, but everyone starts the game in the same place (Old Blackek) with the same spaceship (Saker Mk 3), the same level of equipment and the same amount of credit (1000).

The first part of *First Encounters* — and it could be argued that the game is split into two distinct sections — is the trading aspect where you have to earn enough credits, by



# First Encounters



buying the right commodity at the right price and selling at a hopefully huge profit, to progress to bigger and better ships able to carry more cargo to make even more money etc. When you think you've built up a decent bank balance, it's time to go onto the second section, that of combat and the undertaking of missions. You use your credits to equip your craft with all the necessary attacking and defensive measures. When you decide to go on the offensive you need to remember that, although decent rewards can be obtained by destroying other ships, especially if there is a bounty on the pilot, others will be out to do the same to you. As you move up the ratings ladder, the tastier a target you'll become for someone else. The choice of playing a humdrum trading game or a go-for-it, death-or-glory style is yours.

Those others can join us again now and we'll go through the differences between *Frontier* and *First Encounters* together. The first thing you'll notice, after realising that there is only one start position instead of three, is the control panel. It gives the look of one of those consoles a *Star Trek* helmsman would wave his hands over to activate only in this instance it's the control pointer that does the business. And very pleasing on the



eye it is too! The biggest difference on the ship instrumentation is a dual control panel that gives you control of either your navigation or battle console where the addition of a chaff icon is available. The four primary panels now include some extras. There's a missile view added giving you a close up picture of your intended victim just before impact as well as a journals icon which allows you to subscribe to one or all of five publications stocked around the galaxy. Reading these could be very useful (although I deplore the absence of Gillingham FC in the sports pages).

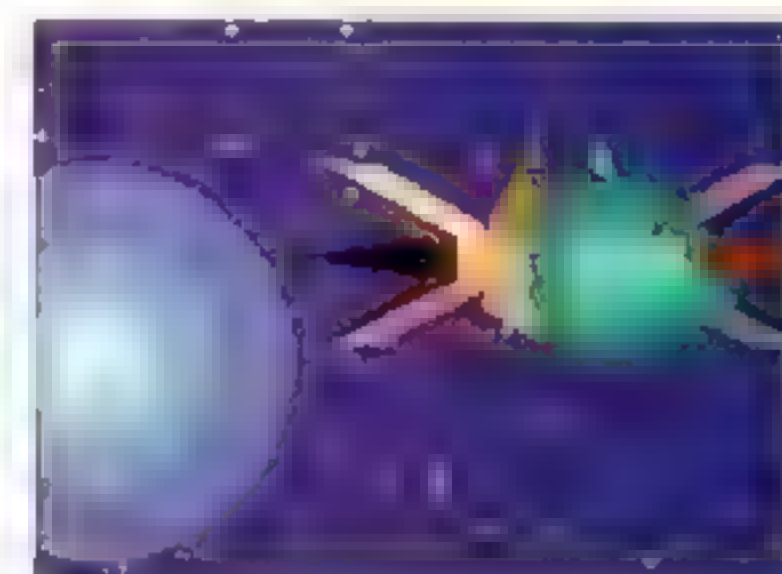
There are two major changes in this game. The first is that there are now 44 different ships available ranging from the laughable Interplanetary Shuttle (which should have been decommissioned years ago) to the Griffin trader with its huge cargo capacity via the



ultra-fast Falcon. One of the complaints about *Frontier* was that the range of the ships on offer was limited. Happily this has been rectified, although you still need lots of credits to buy a ship that can travel vast distances. The second major change is in the communications panel. Here, when you call up the stockmarket, the bulletin board, the shipyard or the police you're presented with a video sequence.

So, what else? Well, there's now some dodgy asteroid storms and micro-meteorites to contend with and... Oh! I forgot to mention that those naughty Thargoids are back. They were there in *Frontier*, believe me, but were nigh impossible to find. This time round you can't fail to spot them.

One last thing before I go. Some players questioned the level of difficulty whilst engaged in combat in *Frontier*. Remember that space is a vacuum which means that if you turn your engines off whilst doing 10,000 kph, you'll continue to go at 10,000 kph unless you crash into something because there's no friction to slow you down! ■ TP



# CD feature

Who hasn't heard of it by now? *Doom* is one of the most touted games of recent times, but until now an effective Amiga clone seemed an impossible dream. Derek Dela Fuente is on hand to talk to the people who are making the dream a reality — Manyk Software.



It has been debated whether anyone can get near to a *Doom* clone in terms of graphics and speed on the Amiga. Once you start talking to the techno boffins, they start talking about pixel to plane routines, which by all accounts can emulate the *Doom* look and feel, but will run eight times slower because of the processing power. Having already seen a fair few *Doom* clones on the Amiga — games which are more comparable to *Wolfenstein* — with even more on the way, an 'uncommon' game popped through the post that was far in advance of any Amiga game trying to emulate this style. Impressed with what I saw and with more technical improvements to be made, I called the programmer, Frederick Hertz, in



The three dimensional effect is so convincing it's hard to believe it's an Amiga at all!



France and asked him how he had achieved such remarkable results

Frederick is 21 years old, and this is his first game, but previously he has written many demo routines whilst learning how to use the machine for the last five years. All the programming on *Fears* is done in pure assembler, and although it appears he is using what is called chunky mode, which makes the pixel look larger than that on the PC, the actual speed and frame rate is as fast as you would wish. To compensate for this pixelation, you can turn the full screen down and you will then get a smaller window where graphically it will not look as coarse. Frederick takes over the Amiga operating system and

utilises the copper to achieve the end result. His grasp of the Amiga is impressive to say the least, and although he is an accomplished PC programmer he prefers to spend all his time on the Amiga as it is a more friendly machine to work with. The news that ESCOM had taken over Commodore was good news to Frederick, as he could hopefully get some support from the

The corridors and rooms in *Fears* are teeming with strange and violent mutants. Better keep an eye for those first aid kits.

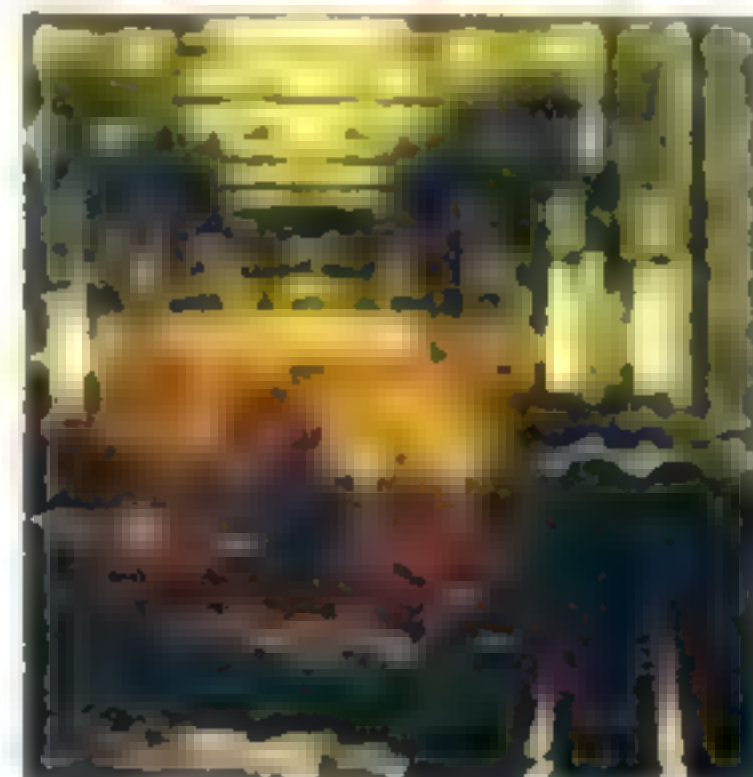
company, as up until now all he has, development wise, is an A1200 with lots of memory and an accelerator card.

The actual routine that he has come up with has taken 6 months of hard labour, and when he first started there was no other programme around like it. Even now the other clones on *Doom* do not have anything like the technical wizardry of *Fears*. At the

start the main aim was to write a game, but he soon became involved with writing this routine and even now he believes this is only the start of what he can do in terms of innovative ideas and routines.

It comes as no surprise that such a talented French programmer is sought out by a UK developer, and when asked whether he had shown this to French companies he replied that a few had seen it, but with the Amiga in decline they were not interested. Simarilis was one of the top companies that turned him down.

The CD32 version will include lots more graphical sequences produced with the aid of



# Fred's Fears!



the three graphicists that work alongside him

The scenario behind the game is that you've been kidnapped by a mad scientist for experimenting on, as messing around with bodies is one of his pastimes. You have been taken to his castle, but luckily you manage to escape, and while you're moving around the castle (on 30 levels, all with different backdrops/textures) you meet up with the people the scientist has experimented on. Most of these have been transformed into some really fearsome looking monsters, of which there are 15, and all of them you fight against. The eventual aim is to find



Only a woody shot gun for protection at the moment. It really doesn't inspire much confidence. Better be on the lookout for a nice machine gun if we're to deal some serious death.

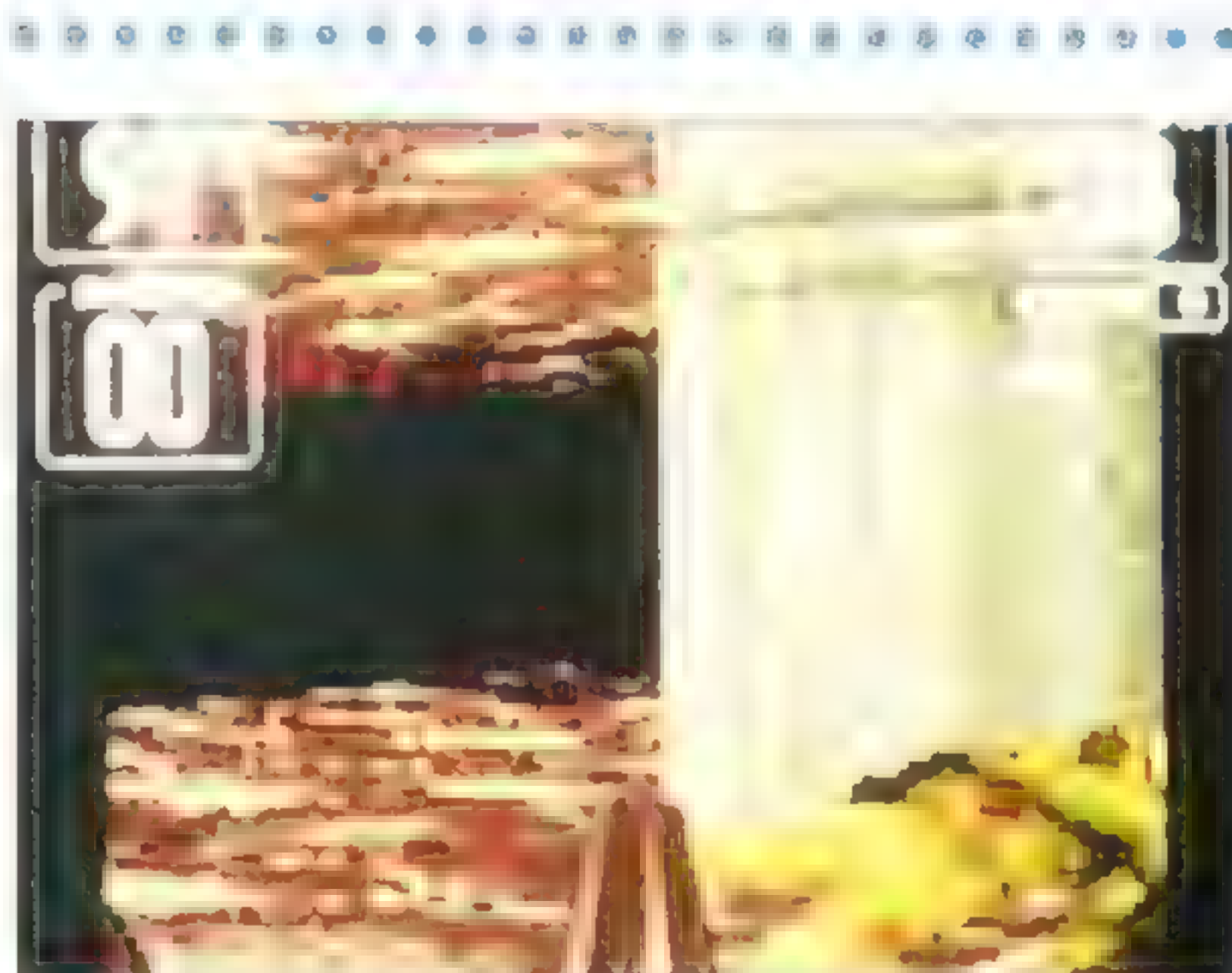
and kill the scientist, but finding him and staying alive is far from easy as you move around the dark and sinister looking corridors. Starting at the bottom, you move up to the top of the castle and with the use of your map, brought up via a button press, you can easily find out where you have been and where you haven't! On-screen ammo count, health and life boxes are displayed, and by picking up more weapons you can switch between them yet again by simple button presses. From flame thrower to large bazooka gun, the action is non-stop.

The texturing and light sourcing within the game are cleverly incorporated and each



three covers the whole work and feel with the game. With loads of secret rooms and monsters that appear from where you expect safety, movement and precise shooting to stay alive. Thankfully the map pickups along the way will replenish your health, so you can go on to fight another day. With each level being 64 screens, by the time you reach screen 64 you have a total of two metres of play area, which is enormous.

Watch out not only for the game, but the remarkable talents of Frederick! ■ DDF



# CD feature

Being the type of guy who knows everybody worth knowing in the industry, Derek Dela Fuente is the first on the scene, pad at the ready when new people begin to make a name for themselves. This month it's Light Shock Software who get the DDF treatment.

**L**IGHT SHOCK SOFTWARE are a new Italian development team with two bases. They to have a wealth of talent, a great number of games up and coming and already they are making a name for themselves in their home territory where it is usually US or UK companies who rule the roost. From conversations I have had with Italian publishers/press they appear to know what they are doing and are NOT a team of demo writers but dedicated to making their company a force to be reckoned with. So eagerly I contacted one of the programmers, Francesco Iorio, who's also the PR man and fired some questions at him!

**WHEN DID LIGHT SHOCK SOFTWARE GET TOGETHER AND HOW MANY PEOPLE ARE WORKING AS PART OF THE DEVELOPMENT TEAM - DO YOU WORK IN HOUSE OR DO PEOPLE WORK FROM HOME OR FREELANCE**

Light Shock Software was born in October 1994 from an idea of Francesco Iorio and Massimiliano, both coming from other work experiences. I was working with an Italian



team called Holodream which worked for Team 17 until some months ago. For Holodream I wrote the PC version of Team 17's *Overdrive*, which has not been yet released

Massimiliano worked for 4 years for Simulmondo, but was disappointed by the way of working there, he left that company and made Light Shock with me. Nowadays the team is composed of 30 people, who are experts in many sectors and fields. All of the people have worked with other software houses and now they are a part of Light Shock software they are able to show their great skills

We have two headquarters, one in Belluno (near Venice) and the other in Prato (near Florence) and part of our personnel works in these two sites. The others are divided into groups and work on short term products which are out of house. Our main nucleus are working on titles to be completed by August and October. The teams are classified as PS1, PS2 and PS3 (Production Staff)

**CAN YOU ANSWER WHY UNTIL RECENTLY WE HAVE NOT SEEN ANY GOOD QUALITY SOFTWARE FROM ITALY AND ALL OF A SUDDEN THERE ARE LOTS OF**



**TEAMS, LIKE GRAFFITI AND THE TEAM WHO ARE WRITING FOR ICE/VIRUS ALERT, FOR TEAM 17 ETC?**

Why it has just started is hard to say. The good products will start from now. I think that until now there weren't any products which really could compete in the European or world markets possibly due to resources. Even the products released by Team 17 or Virgin don't have a real chance to gain real credit for the Italian teams. The software development in Italy hasn't been that hot but we believe, because of our resources, that

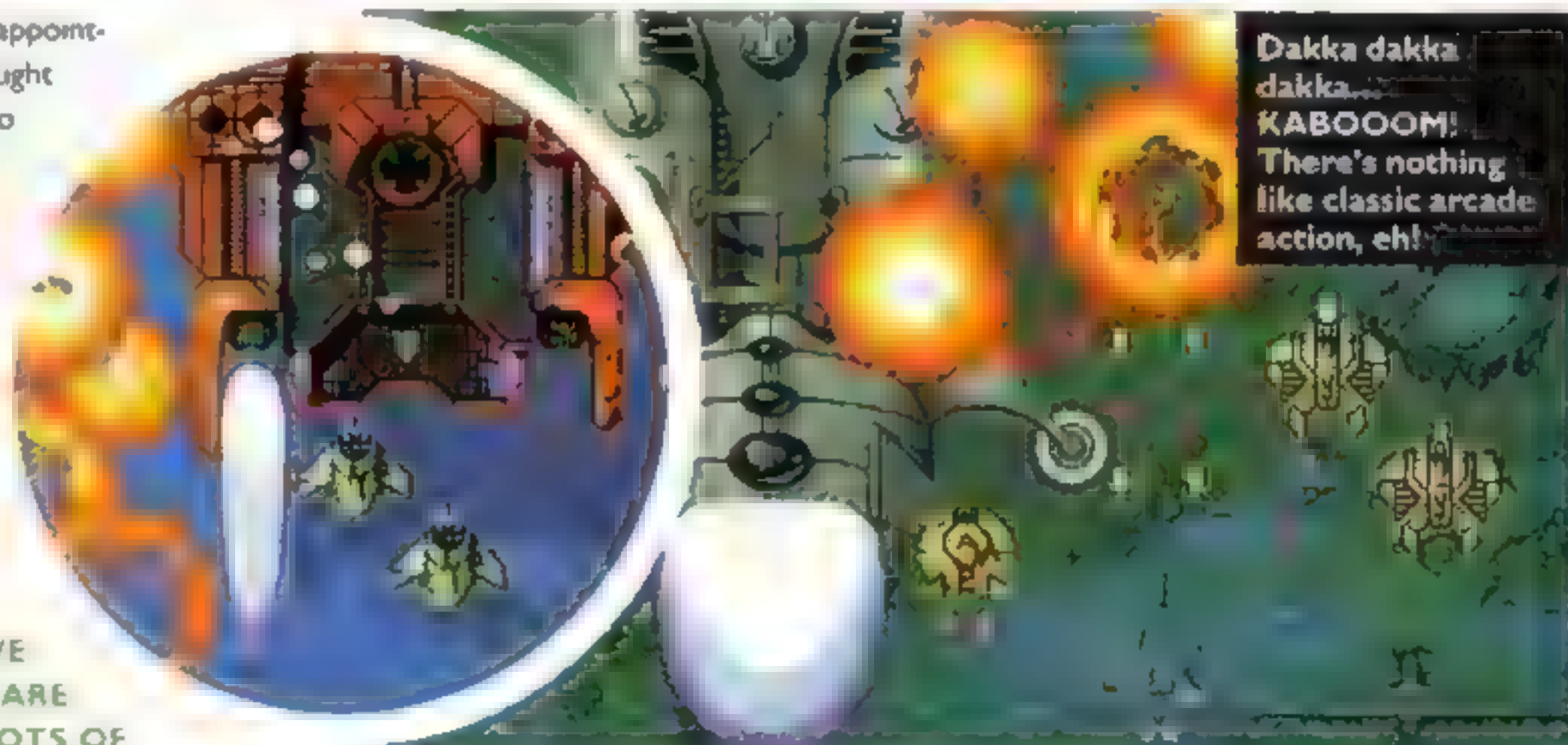
Light Shock will truly mark the start of Italian development teams. The guys working for ICE are too few and to complete a product they required too much time. The guys who made *Shadow Fighter* for Gremlin are merely a group of two, and they took two and a half years to complete their game

The only alternative to Light Shock is Graffiti, but apart from a really good agreement with Virgin, they have released a game with a good concept, but also with terrible graphics, and technically it is old

At the Spring '95 ECTS, at the Virgin stand, I was not able to see *Iron Assault* but I did see *Super Karts*. Perhaps I am being a little harsh, but I really think that the true power of Italian developers will be revealed now through our powerful structure

**WHAT QUALITIES DO YOU FEEL YOU CAN OFFER TO THE GAMES SCENE. DO YOU FEEL THAT THERE IS AN 'ITALIAN STYLE'?**

We are mainly aiming to offer games with which a player will want to play and will not only see or listen. We have some very powerful technologies to make our games very



# Light Shock

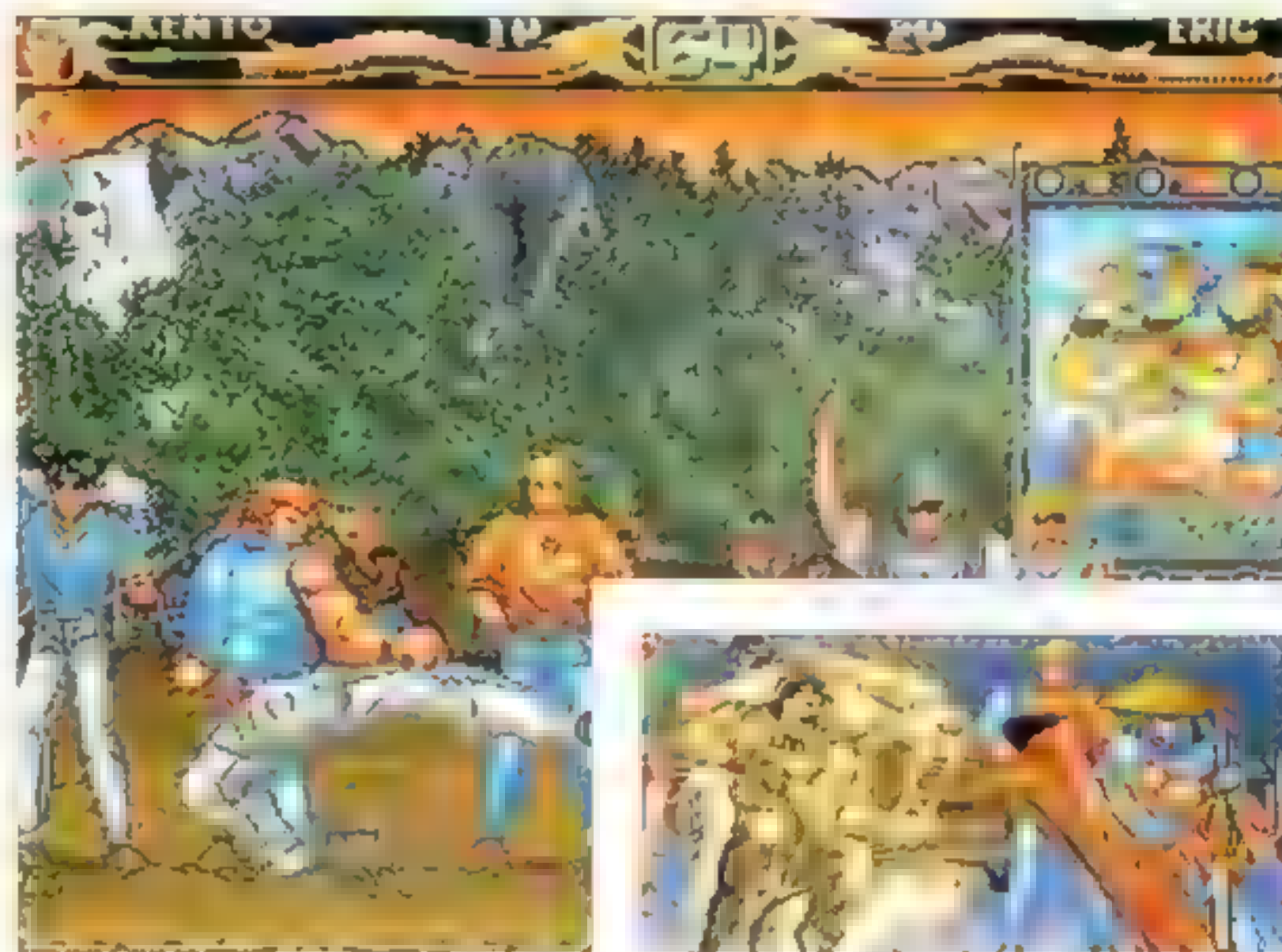
impressive, both in graphics and in sounds, but we think that only graphics and sounds aren't enough. Also we focus on the huge quality of options present in our games that will surely benefit the stability. Another important facet of a game is the plot and we have assured that every game we produce is full of fresh ideas. The fact we have used professionals and experts from the Italian publishing section will ensure a game will always be coherent. We believe that soon the PC market will discover the arcade game, because until now a large part of new generation PC owners is composed of kids who ask their parents to buy a 486 with the excuse of school work but then they will use it for *Doom*. There is a vast group of people that have not gone to the PC yet. They are players who go into the arcade and play coin-ops like *Raiden*, *Mortal Kombat*, etc...I saw some titles at the ECTS, titles with outstanding graphics, but the only thing to do was move a pointer on the screen to shoot the objects flying around, and when these objects were hit, the explosions were ridiculously bad. No good, no good. As for an Italian style, well I guess we believe we can do things better

## WHAT FORMATS WILL YOU BE WORKING ON?

The PC CD ROM, Amiga 500, 1200 and CD32. We are also planning to start very soon to produce games on the Playstation and Saturn and we are talking about that with Sony, but for the time being we shall concentrate on those formats

## TELL US ABOUT YOUR UP AND COMING TITLES

The first title that you will probably see in the shops will be *Fightin' Spirit* on all PC and Amiga platforms in September and this will be released via NEO Software. We think that this is a beat-'em up like no other both on the Amiga and PC. This is because it combines really awesome graphics, not like *Shadow Fighter*, with great sounds and very good playability, with a lot of styles and techniques never used before on home computers, but which are ones used mainly on the NEO-GEO console. It will have a lot of game options, 64 colour graphics and 25 Hz-scroll on Amiga 500, 256 colours and 50Hz scroll on AGA and on PC, really good music on the CD versions, etc. The second is *Black Viper* on all Amiga formats including CD32



**“As  
for an Italian  
style, I guess we  
believe we can do  
things better”**

This'll be out September '95 through NEO software. This is a futuristic motorbike game, based on a science fiction plot made by our storyboard team. It will be similar to *Road Rash* in its game design and even hints of *Lotus* but there are also weapons mounted on the bike

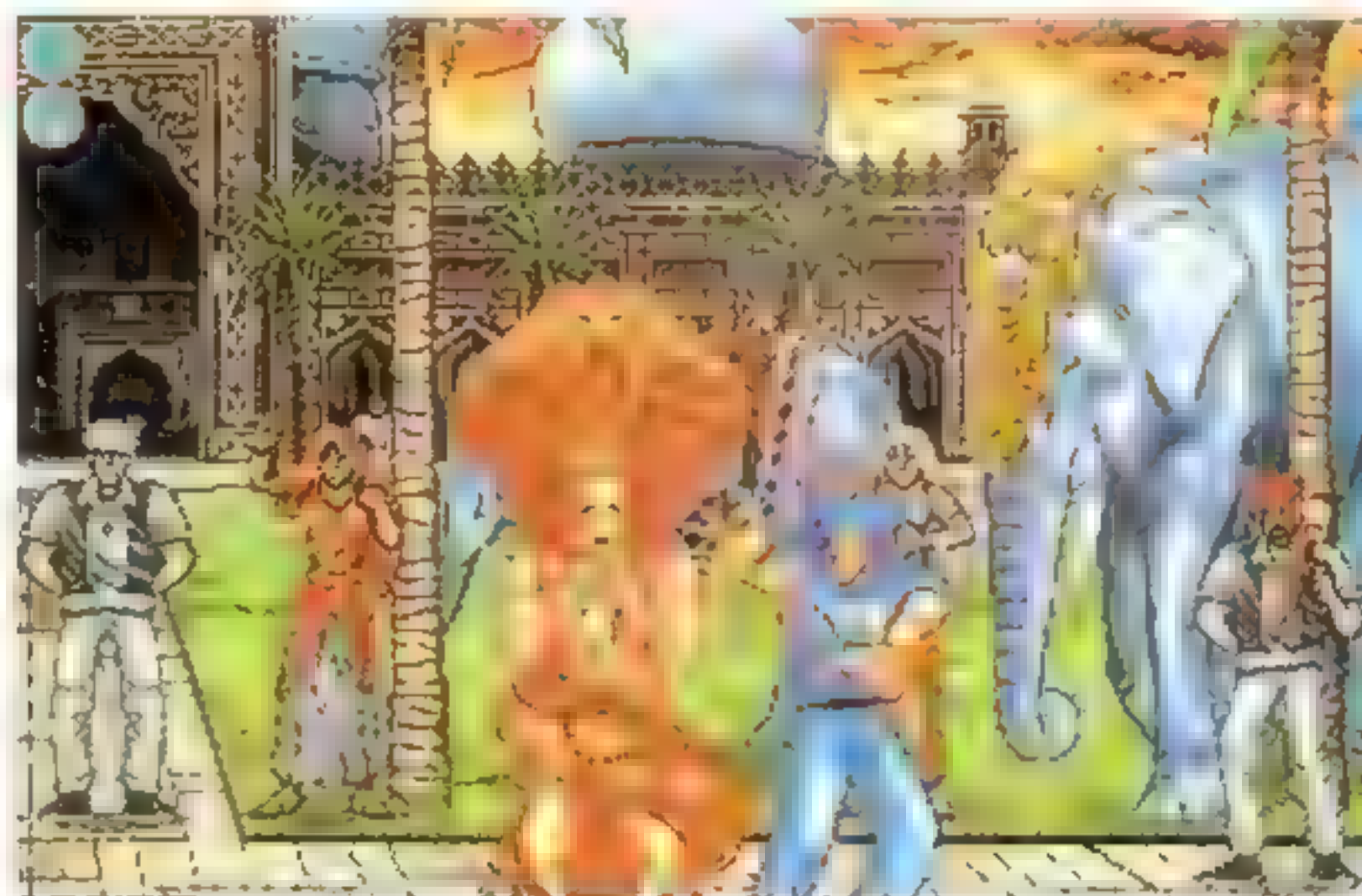
There'll be loads of options, great 32-256 colour graphics, part drawn, part rendered, extensive music on CD and floppy. The CD32 version will also feature about 38 minutes of 3D animated sequences. You'll be able to upgrade the bike with new weapons as well

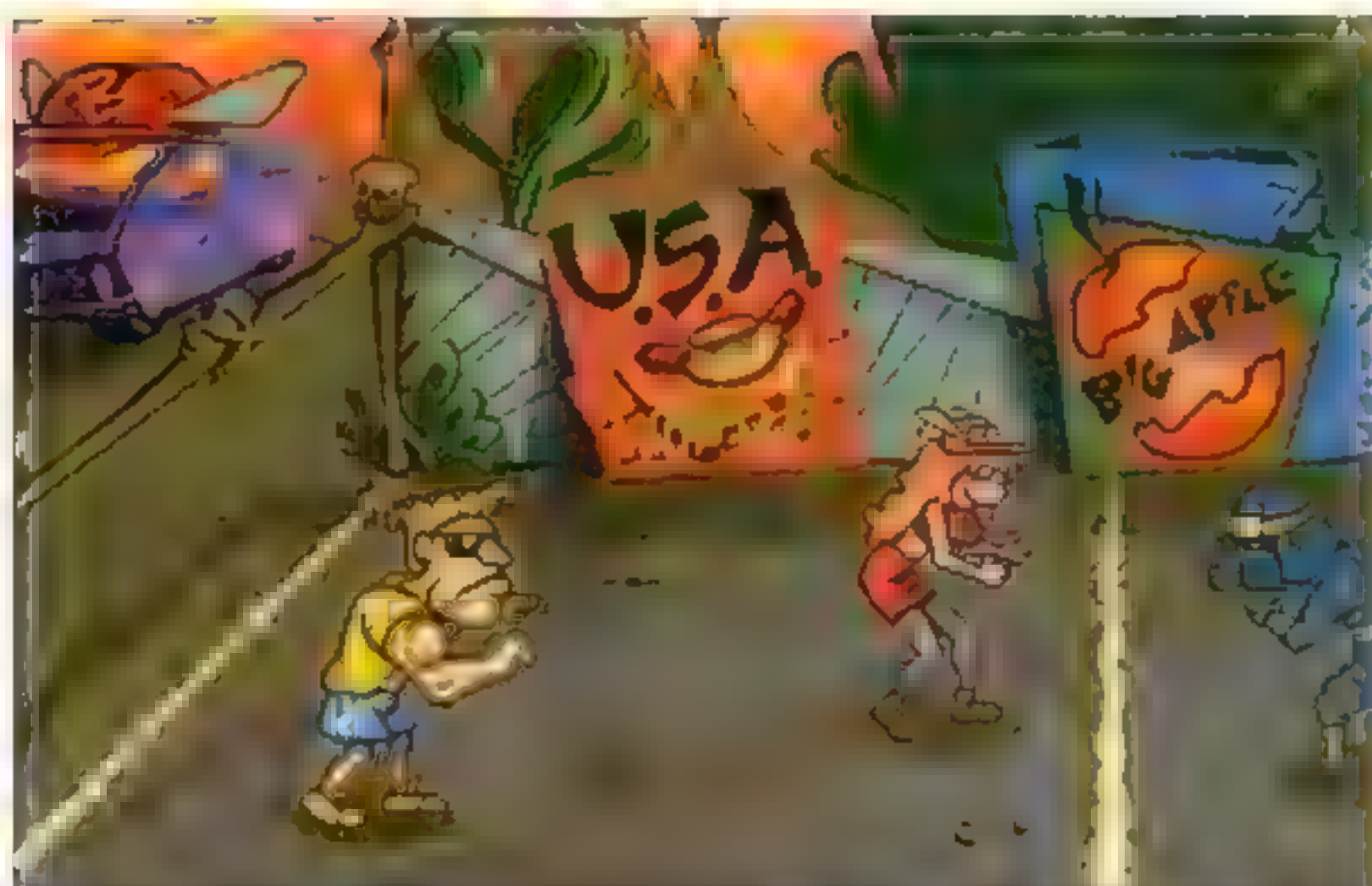
There'll also be *Run Ball*, targeted for all PC and Amiga formats. This is one of those games that is really hard to explain but I hope the screen will give you some feel to the game, it combines certain facets of *Mortal Kombat* but it is not a fighting game. Its quite bizarre and lends itself to a Don Bluth game certainly in its visual presentation. I will leave this one to the imagination because there are so many more well into development

Yes, we have lots of products but they are not just storyboards, or flash demos, but



The Light Shock team gather in huddled solidarity for the obligatory publicity shot. What an iffy looking bunch, eh! Any similarity to persons either living or dead is entirely circumstantial





Here we see Run Ball. Looks pretty neat, don't ya think? Actually I wouldn't bend over like that if I were that woman. Not with that bloke hanging around behind me.

we have full working codes of all the games. If you look at how many people we have under one roof then you must understand that we are committed to completing these games and moving on to the next batch. Many times you have seen a lot of impressive routines but never completed games, but the mere fact that NEO, a major software company have bought some of our games means we have the facilities and capabilities to finish things. The other games we are in negotiation with are several for leading software houses, but I cannot say any more yet.

#### SO WHY DID YOU GO WITH NEO?

We went with NEO Software because we think that they are working in the right way and like our company — we needed to be known in the world—and they have good connections across Europe.

We are obviously also talking with some top publishers, because we are planning even more new products, and we are now talking to companies who specialise in certain game styles and platforms. Unfortunately I cannot tell you now which companies are involved in our planning for some are non disclosure.

#### A LOT OF YOUR TEAM HAVE WORKED FOR OTHER COMPANIES SUCH AS TEAM 17. HAS IT BEEN FRUSTRATING THAT THEY ARE STILL NOT KNOWN?

The answer is obviously yes. One of our prime objectives is to give credit where it is deserved. We also have a long term plan maybe to become a publisher but for the time being it is important to build a development team that will be respected around the world. So often Italian developers may have written one game but until now we have not seen an Italian team of any merit. The first step is to get people believing in Italian developers but of course we would like to be eventually seen as an important team and not merely Italian, so it is quite a massive task ahead of us.

#### TO CONTINUE. IS IT A REAL STRUGGLE TO CONVINCE PEOPLE OF YOUR EXPERTISE BECAUSE OF THE LACK OF PREVIOUS TOP ITALIAN PROGRAMMES?

Yes you are right, it is certainly true that an Italian team have yet to show real class and longevity. We have a big team and as the industry expands then we aim to grow with it. Only goods products will change the perception of Italian software. We can see what other people are doing and we are not stupid, we appreciate that our games must reach a high standard, if not then there is no point competing. We have those products, so we intend to be around for a long while.

The one thing going for us is that everyone of our personnel can show ideas for a game and we sit and discuss things all the time. For each game we construct a complete

storyboard and document things in the minutest detail. Another facet of our development is that we write a lot of our own utilities programmes and one of the most important is called ITTULS, which is a powerful development tool.

There are two ITTULS-A allowing us to multiple parallax in every direction, and scroll with completely animated backgrounds. ITTULS B allows for 70-6-50 frames per second multi direction scrolling with objects on the screen on 386/25Mhz ISA. For games such as *Turncan*, *Chaos Engine*, etc. or a driving game such as *Overdrive* on PC which we did for Team 17 we used this utility. ITTULS C is able to obtain *Out Run*, *Lotus* quality graphics with speed. This allows the movement of large sprites on screen and even split screen movements without slowing things down. Lastly, we have also written special sound drivers.

#### HAVE YOU WRITTEN YOUR OWN 3D ENGINE?

Yes, we are actually working on three. One works in the same way as *Doom*, the other is a real 3D engine with texture mapping, a bit like the one that was used on *Nascar Racing*. The third presents the type of movement and graphics obtained by Bullfrog with *Magic Carpets*.

#### WHAT TYPE OF EQUIPMENT AND HARDWARE HAVE YOU AT YOUR DISPOSAL?

Well as far as PCs and Amigas go we have a wide variety from 500 to 4000. We have also got individual development kits for all the machines. Packages we use are *Dpoint* for Amiga and PC, *3D Studio Imagine* and with our Silicon Graphics Machines we use *Softimage 3D*. At present we are evaluating the chance to work on both the Saturn and PSX and maybe the 3D0.

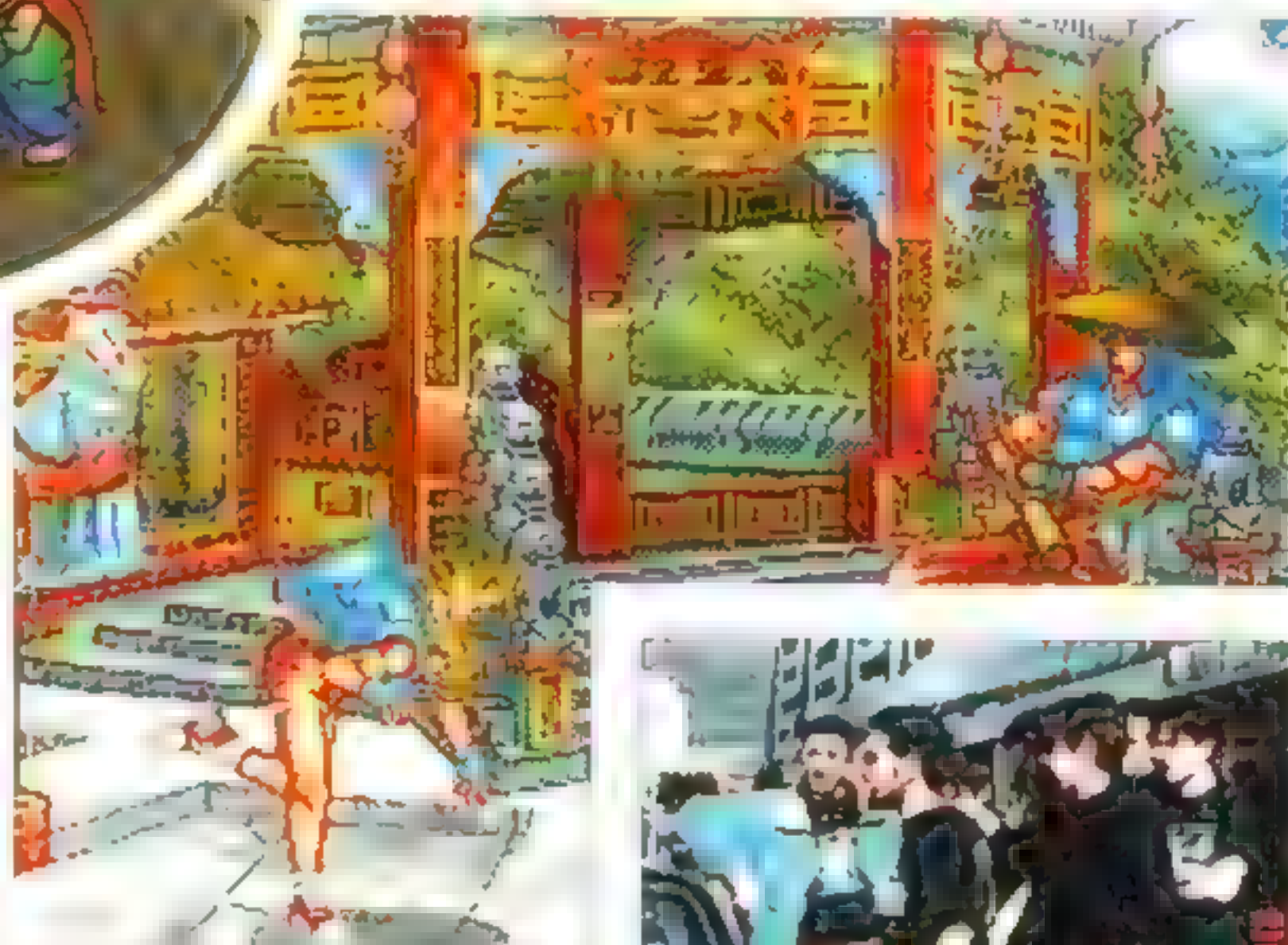
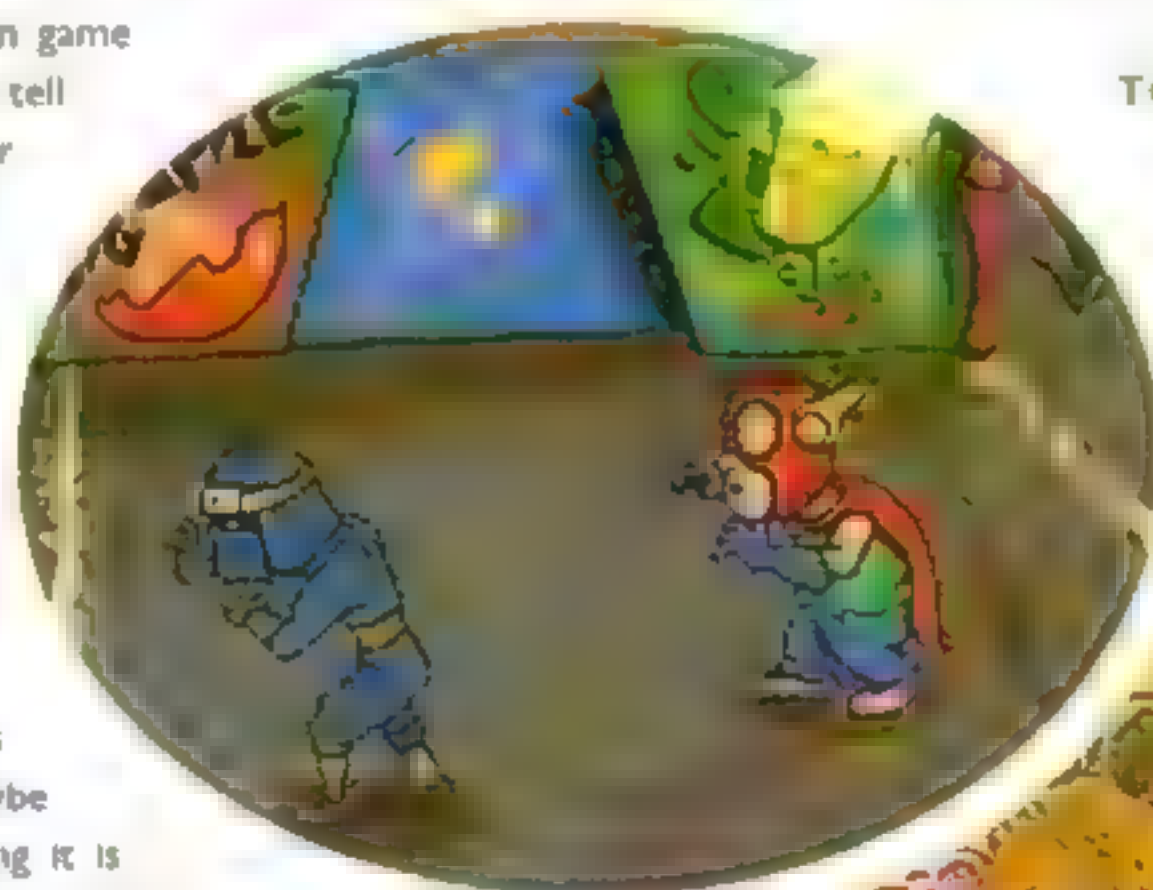


#### IT'S NICE TO SEE THE AMIGA AS A PROMINENT MACHINE

We all started on the Amiga and hope that things bode well for the future of Commodore. The mere fact that all but one of our products are on the Amiga shows our commitment to the machine. Looking further on it depends on what happens in the next couple of months as to whether we shall stick with the machine.

#### TO SUM UP

I hope we can inspire other Italian programmers and we are here for them if they wish to join us. We need people of quality. It would also be great to see another Italian development team emerge, for then we shall start to see some competition which is a good thing. ■ DDF



Fightin' Spirit, and the young lady in the screenshot demonstrates an over-arm of which Devon Malcolm would be proud.



# CD competition



ou know, working on CD32 Gamer isn't all sitting around playing games and writing the odd review. Over the past few months, as you may have noticed, there hasn't been exactly a cascade of games piling up on CD32. What you probably don't realise is exactly how bad the situation would be if it wasn't for the ACG 'firm'. If a company isn't releasing a game we're not averse to sending round 'the boys' to sort 'em out. Call it extortion, call it racketeering, we call it supporting our beloved machine. No-one crosses Miles 'The Hood Guttery, John 'Two Shoes' Evans or Mark 'The Quiff' Smith

So as you can imagine we were all pretty chuffed when *Syndicate* arrived from Mindscape. At last a game which allowed us to practice all our dastardly criminal activities without having to leave the comfort and safety of the office

And what a top notch title it is too, gaining a eye-gouging 93% — one of our highest ever

In fact we were so happy we decided to get together with the naughty-but-nice people at Mindscape to organise the latest great ACG giveaway

Ten Mindscape goody bags are on offer, including a copy of the game and a load of other loot, to the clever fellow/fellowette who can provide the correct answer to the following devious questions



1. One of which sixtie's gangster twins died recently?

- a The Krays
- b The Krayfish
- c The Turtlewax Twins



2. Kevin Costner played Elliot Ness in which Hollywood gangster movie?

- a The Derigibles
- b The Didgerydoos
- c The Untouchables



3. Chicago's American football team are know as the ...

- a Bears
- b Burps
- c Sea Cucumbers

Complete this tie-breaker in no more than ten words

Crime doesn't pay because



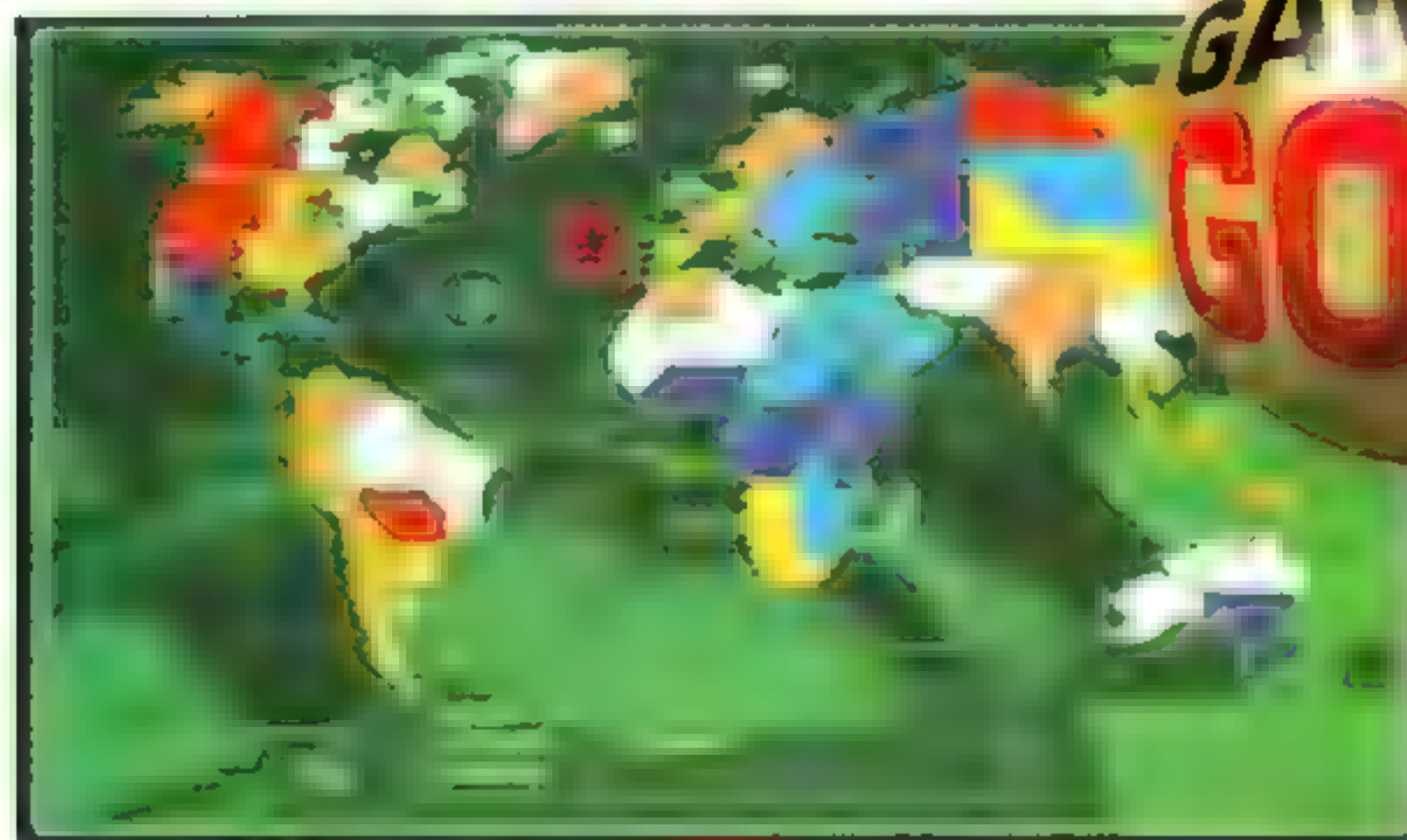
Send your answers on a postcard or the back of a sealed down envelope to :

Oh great, a chance to get loads of Mindscape gear not to mention a copy of that rather fabby *Syndicate* game compo, Amiga CD32 Gamer, Computerfacts, 14a Union Street, Newton Abbot, Devon, TQ12 2JS.



# CD review

It seems that just about everything Bullfrog touch turns to gold these days. So, with that in mind, we applaud the arrival of this ageing Amiga classic. Now then, let's see how it's stood the test of time, not to mention the transition to CD.



**S**et several years ahead, *Syndicate*'s prophecy of the future is a dark one. Governments have collapsed, traditional national boundaries have been eroded away and the whole world is under the control of various crime syndicates. They rule people's lives via electronic chips inserted in their necks. These were originally designed for use as part of the ultimate total immersion video game, tapping straight into the users' brain to create ultra-realistic artificial environments. However they had a sinister hidden built-in function which allowed the manufacturers to take control of the wearer with the flick of a switch.

*Syndicate* gives you, as an executive of one of the smaller syndicates, the task of making yours the most powerful operation in the world. The game begins with a map of the globe divided into various territories marked in different colours. Each colour represents a rival Syndicate, and to conquer each a mission must be performed, the ultimate aim being to bring the entire world under your control. The first few territories must be taken in order, but after a few successful missions you'll find your expanding empire establishes borders with several different areas, giving you the choice of which one to tackle next. It's wise to look at the details of each before making your decision. The more heavily populated a territory, the more potential revenue it will yield in terms of tax, but the tougher the mission is likely to be. As in real life, you'll get nowhere without a hefty wad of cash. This enables you to

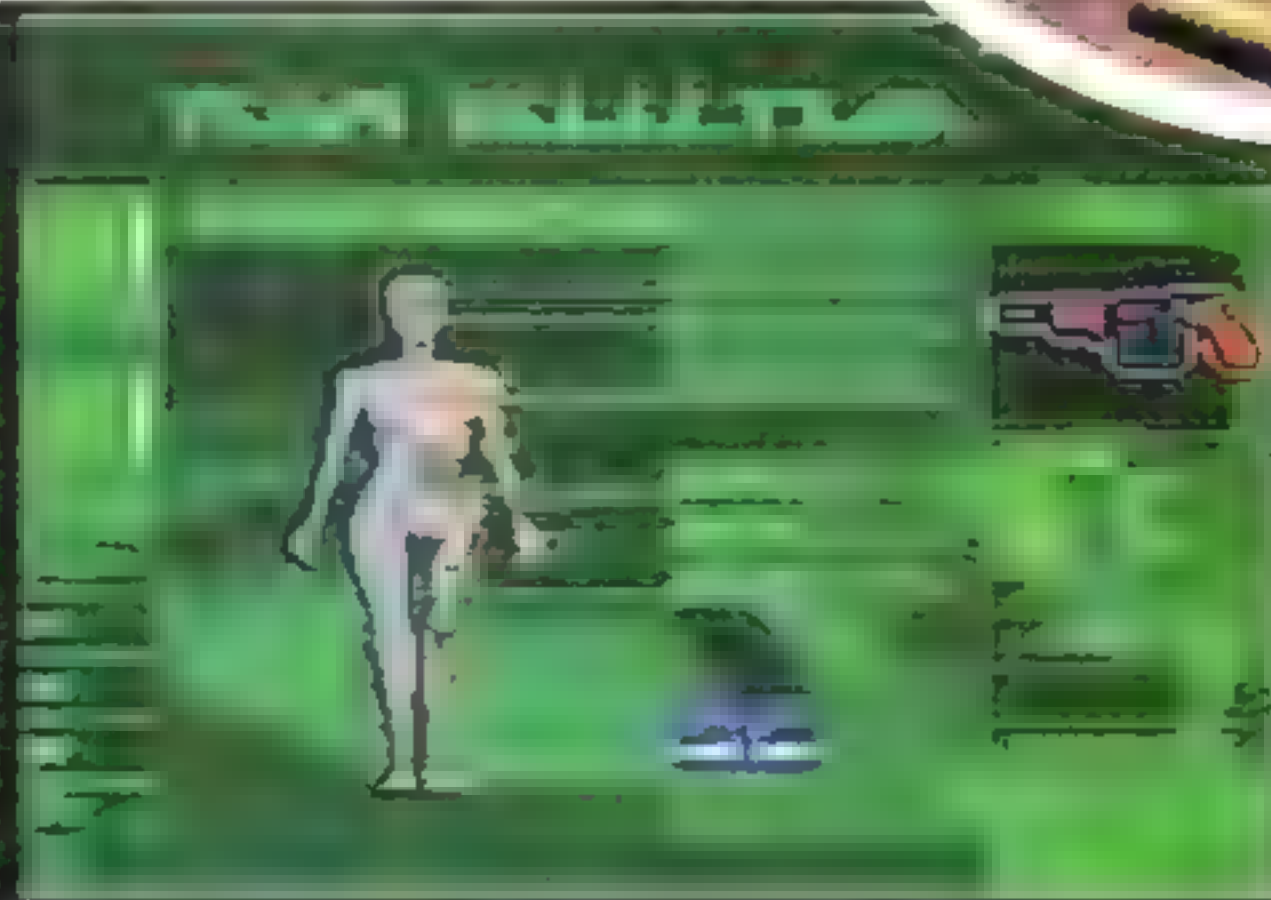
research new weapons and equipment to aid you in your war of attrition.

Which brings us nicely to the meat of the game. You have a limited number of cyborg agents at your disposal, and it's these guys who are responsible for doing all your dirty work. Up to four can be assigned to a mission, and each can be kitted out with an array of weaponry and various bionic body parts, provided you have the know-how to produce 'em and the cash to pay for 'em, that is!

The mission briefing gives you an idea of what's required, but it's usually pretty limited, so shelling out a few quid to various spies for further gen is always a good idea. Select and equip your squad of agents and it's time for the action to begin. The play area is viewed in the isometric style and the team are moved about by clicking the cursor where you want them to walk. You can choose to control them all together, which gives you a lot of concentrated firepower but also makes the team a fairly large target, or move them individually which reverses the effects. Most of the people you see moving around are civilians minding their own business. You can ignore these but watch out for policeman and enemy agents. Generally, if you keep weapons concealed the police will leave you alone, but enemy



Looks like our cyborg is fully kitted out with all the latest bionic gear. Legs to run faster, chest to deflect that incoming lead. You're gonna need more firepower than that poxy shotgun though!

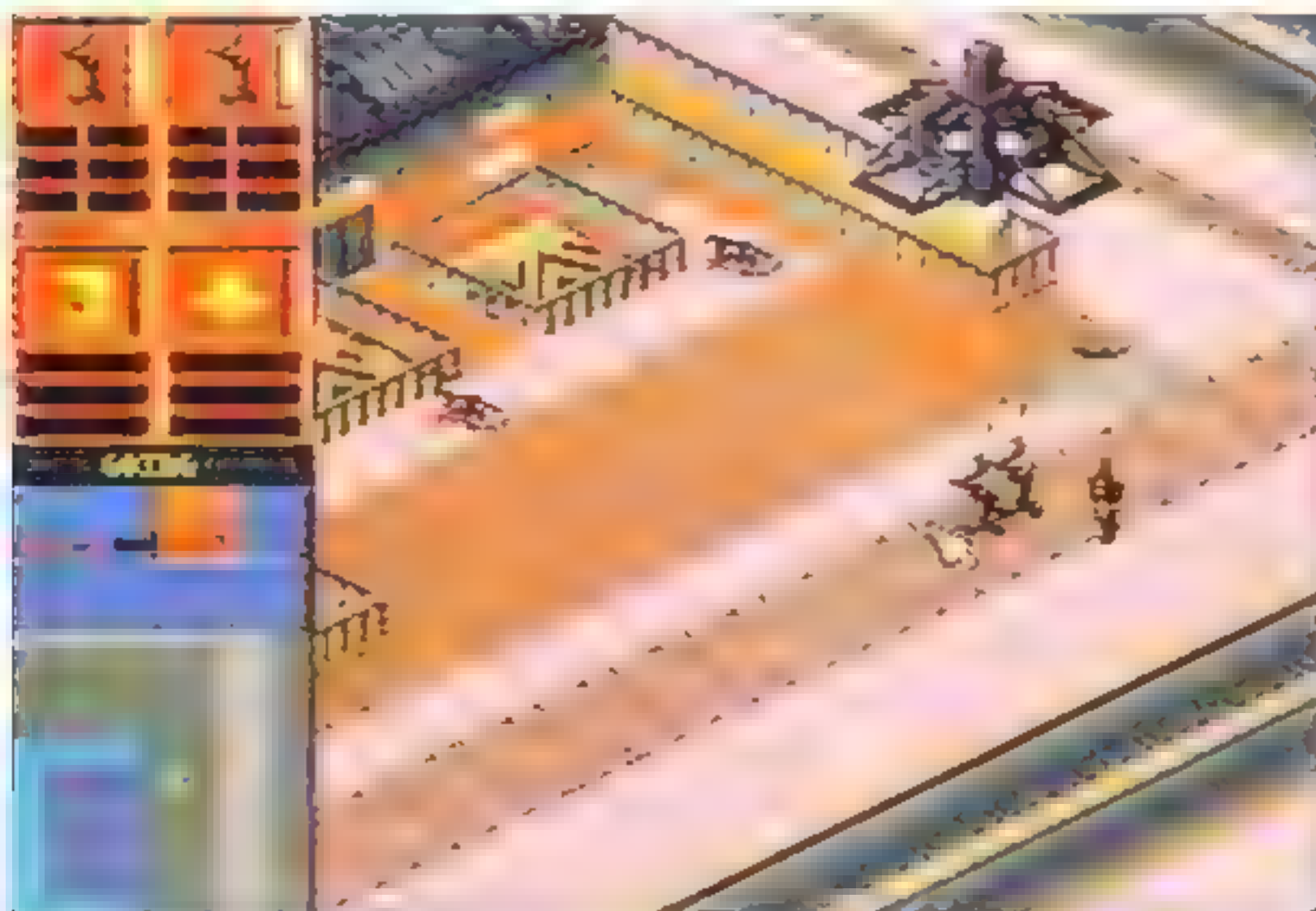


agents aren't so congenial. If you've purchased the Persuadertron however, another course is open to you. When activated, any contact with civilians brain-washes them into blindly following you. Not particularly useful in itself, but persuade enough and you can start influencing the police and even convincing enemy agents to join your cause. This is a vital part of the game as you begin with a pool of just eight cyborgs. Once they're all gone it's game over.

Missions come in a variety of flavours from kidnappings to assassinations to simply clearing the area of enemy activity. Normally just taking along plenty of big guns will do the job, but occasionally special equipment is called for. Clues appear in the briefing text as to what's required.

It's a rather strange hybrid that plays like a cross between *Cannon Fodder* and *Populous*, if you can envisage that. The researching of new weapons and deciding in which order to tackle the various territories are reminiscent of Bullfrog's famous God-game, whereas the action is very 'Sensible'. It generates a far darker atmosphere than *Sensible*'s game, though. Gone are the humorous graphics and colourful landscapes, to be replaced by seedy inner cities and blood galore. When you shoot someone they crumple to the

# Syn dicate



floor and the bodies remain, lying in a pool of blood, for the rest of the mission. Even more gory is the flame thrower. It coats targets with a sticky flaming jelly turning the unfortunate victim into a human fireball, running blindly, screaming until they eventually collapse in a smoking heap. Glorious! Believe me, these guys would have the Krays for breakfast!

And just to make all the cynical video game haters really happy, you can even inject your team with drugs to enhance their capabilities. There are three different types available to you which affect speed, perception and reactions. Over-use of these, however, can lead the agent to become addicted, in which case you have to keep increasing his dosage to produce the same results. As with real life, it's better just to say no - well, until things get really hairy!

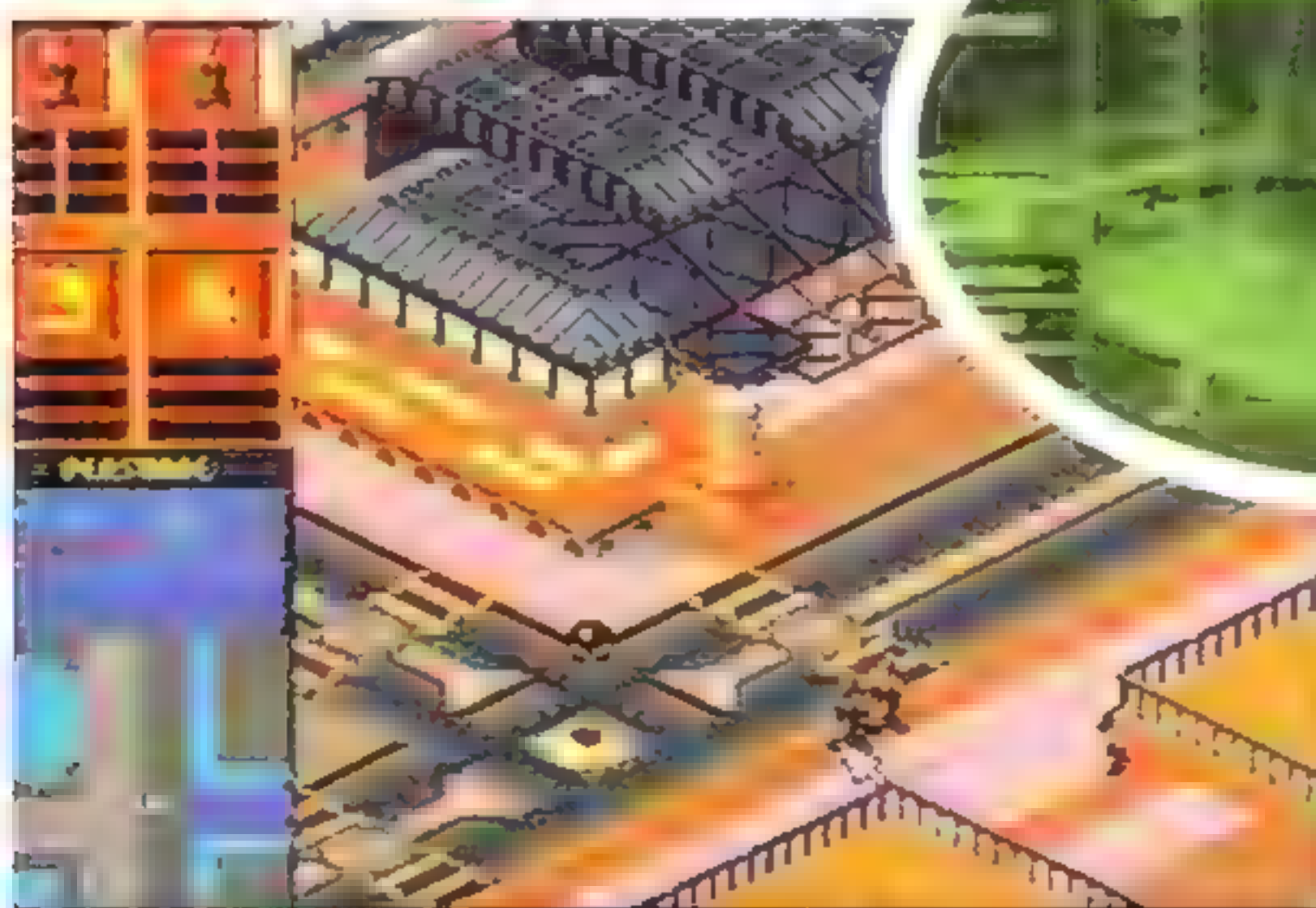
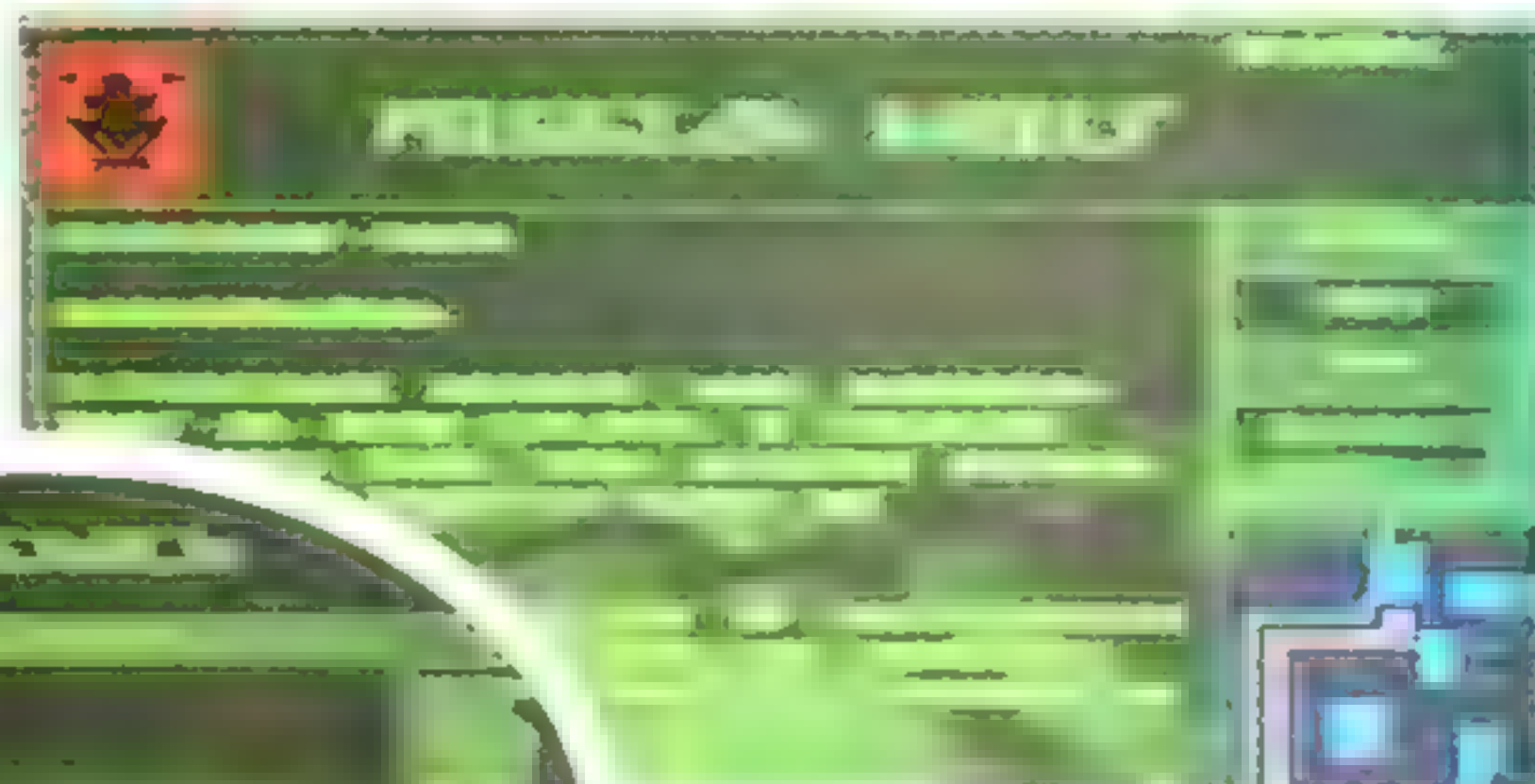
The street shoot-outs can get pretty spectacular with agents from three or more syndicates all going for it. Sometimes it can be quite satisfying to find a safe vantage point, usually a high walkway, from which to observe rival enemy agents shoot each other to pieces then popping up and wiping out the weary survivors.

The game is by no means without its niggles however

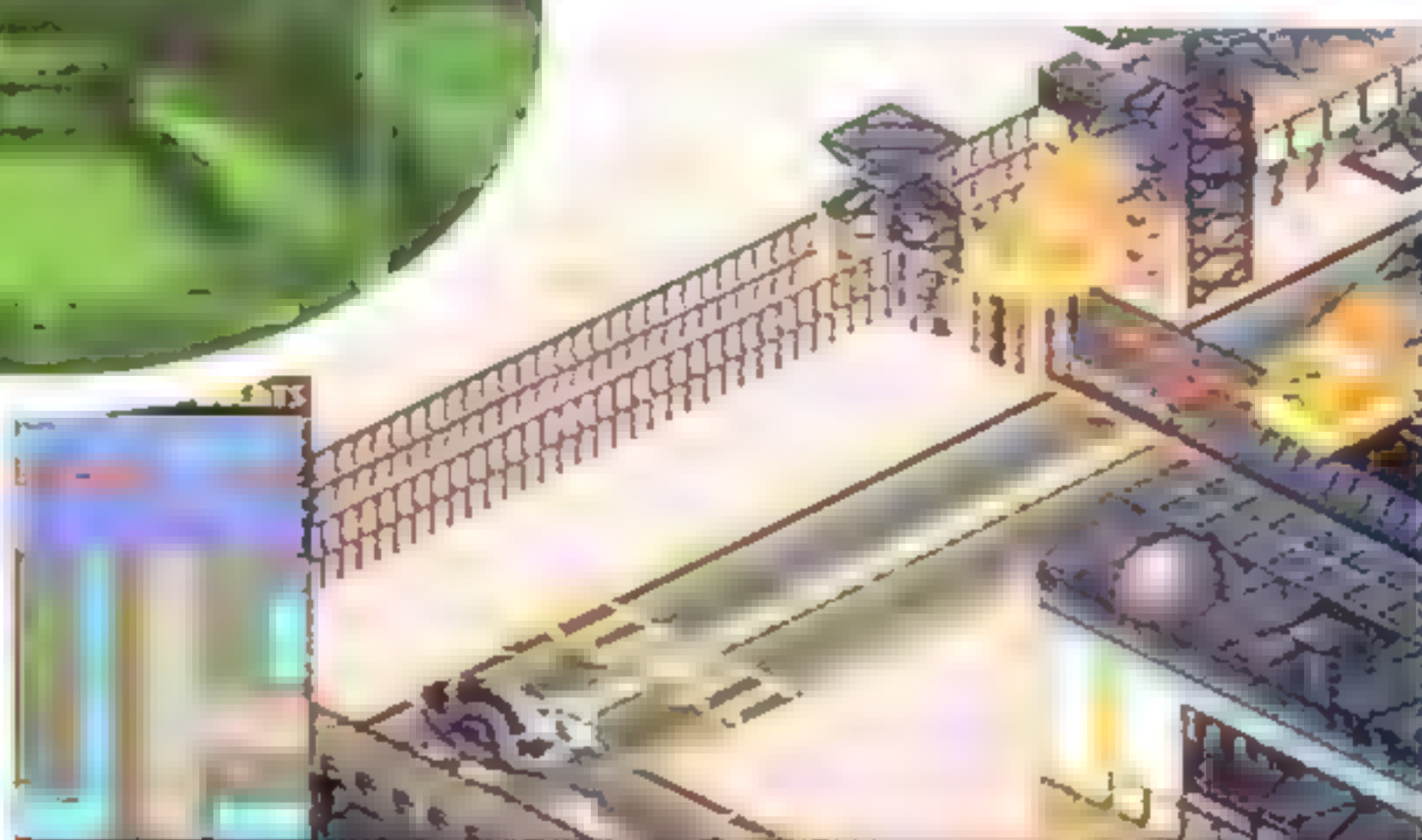
PUBLISHER: Mindscape PRICE: £ TBA  
DEVELOPER: Bullfrog OUT: TBA



Successful completion of the assigned mission is reported to the loyal people of your ever-expanding empire via these huge TV walls designed for the quick relay of propaganda.



The streets are looking pretty deserted. Perhaps we'd better put the guns away. Keep 'em hidden under your coat and the people mill about quite happily. Start having 'em around however, and they dive for cover.



The whole city is enclosed by fences and walls so the only way out is to smash through the gates in a stolen motor, just make sure the owner's paid his insurance, because you wouldn't want to spoil his day, would you?

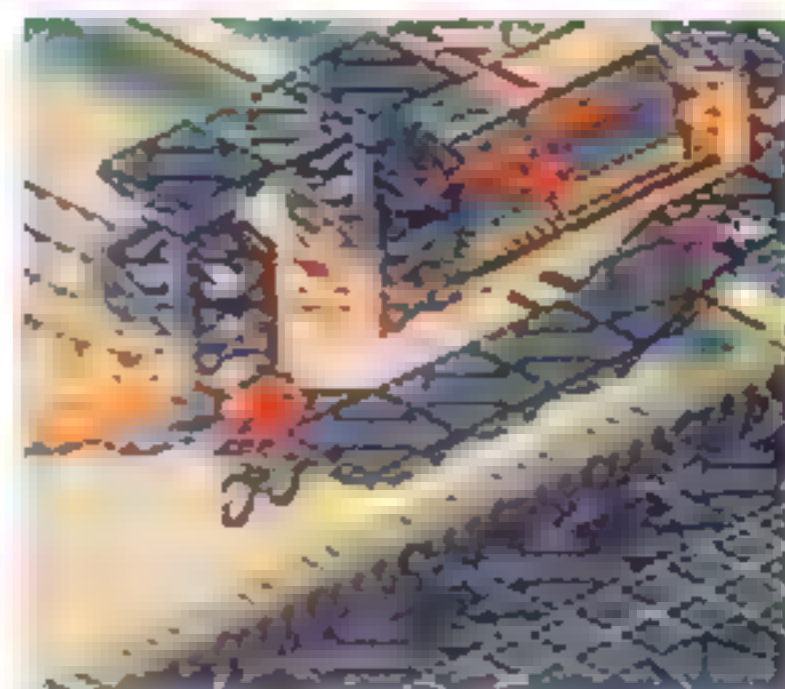
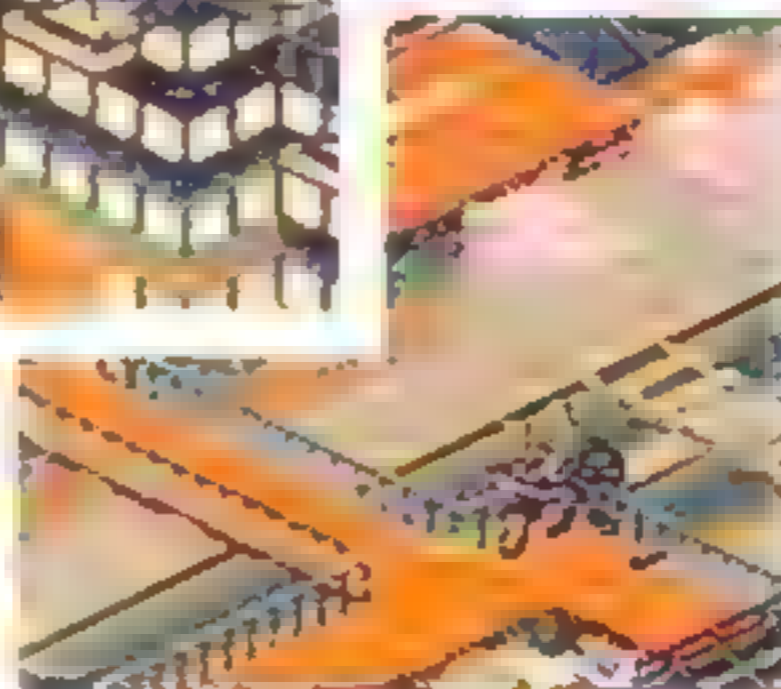
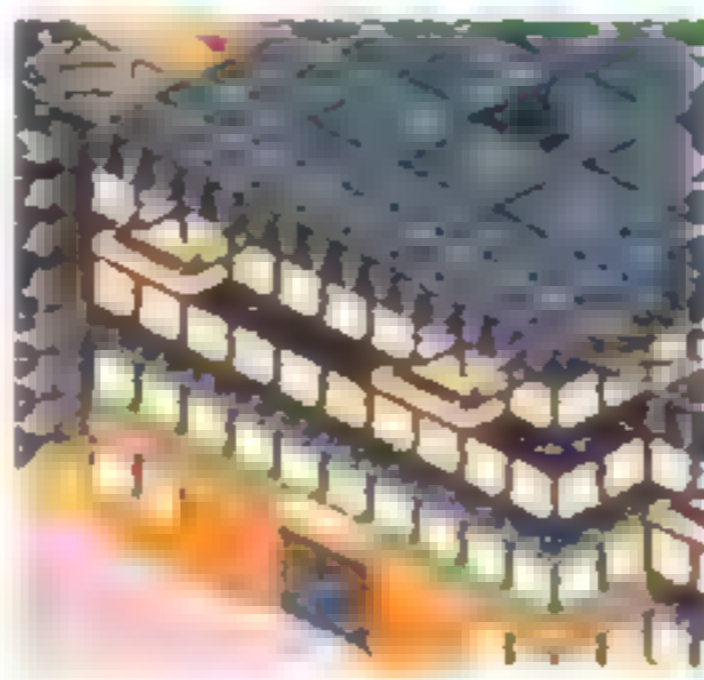
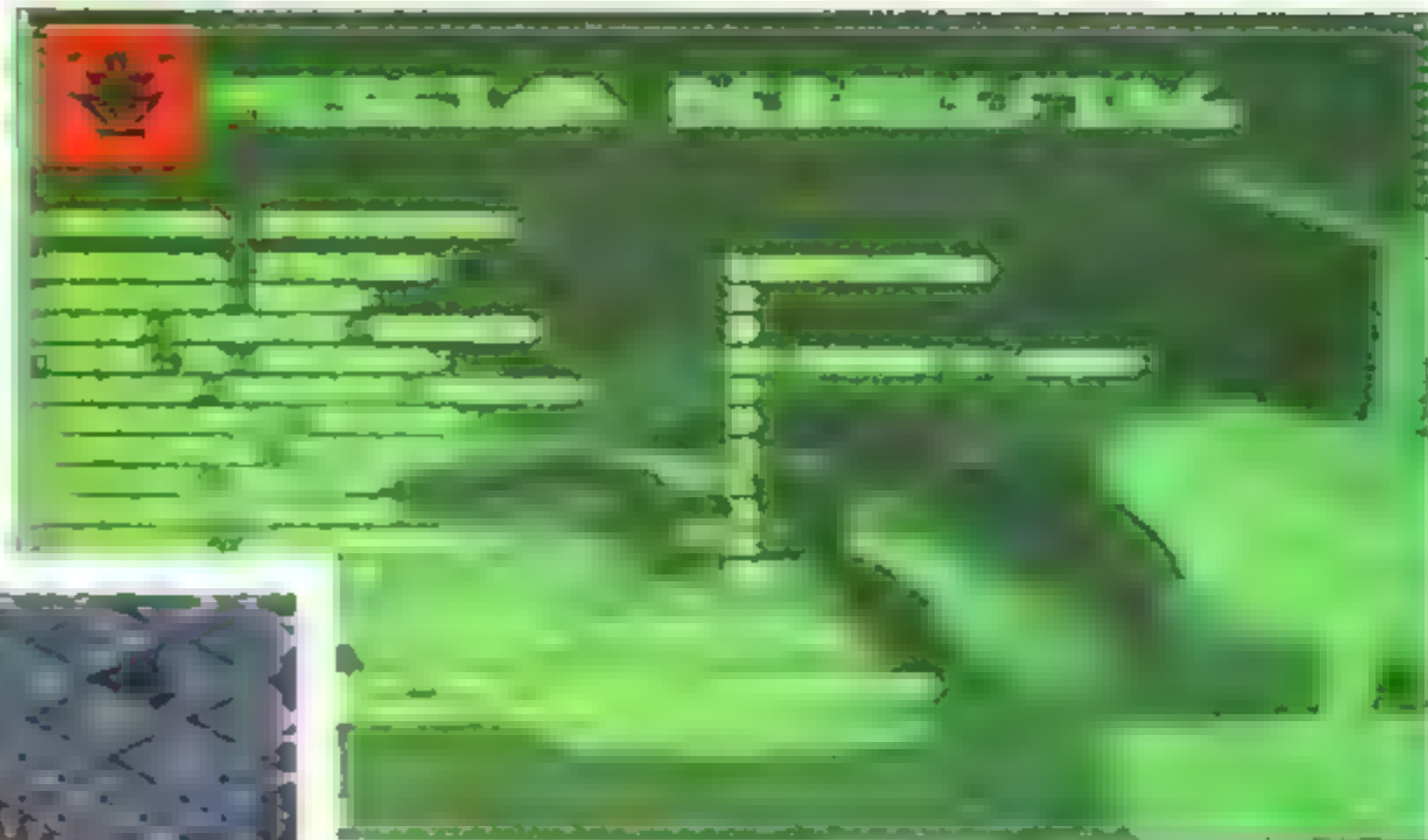
Though very atmospheric, the 3D view means it's very easy for characters to disappear behind buildings. This means you have to struggle to control them via the mini radar display below the status area, which can be a pain. The same applies when entering buildings. Switching to a cutaway interior view would have been more satisfying.

Graphically it's good, but doesn't appear to have been enhanced from the A600 version. Nor has the ray traced intro, which was impressive on the standard Amiga but far below CD32 standards.

The main quibble derives from the fact the game was originally designed for play with a mouse. In the heat of battle the pad is just too slow to drag the cursor to the status area, make your selection and drag it back. Your men inevitably end up taking hits.

Unlike *Cannon Fodder* the scrolling doesn't follow the characters. Instead you scroll the map manually with the pad. Useful for surveying the city, but it does mean you can sometimes lose track of agents. They get scrolled off screen, wander into trouble and get blown to smithereens before you know what's going on.

Having seen *Syndicate* many moons ago when it first arrived on the Amiga, I can remember being pretty damn nonplussed with the whole thing, despite people telling me how cool it was. I dunno. Maybe it was the jerky scrolling, maybe it was the apparent complexity that put me off. Having been forced to actually sit down and play it properly (for the purposes of this review) I've had to eat my words... well, my thoughts at least. The scrolling is jerky but you don't notice it too much. Initially there appears to be lot more depth than there actually is. The strategy involves assigning money to research projects and waiting for them to come to fruition. It's really an action game through and through. If you like the idea of a seedy *Cannon Fodder* with more and better weapons, then this is for you. Thoroughly recommended and a fine addition to the ranks of *Gamer Golds*. Crime has never been so much fun... er where've I heard that before? ■ MG



# GUN CRAZY

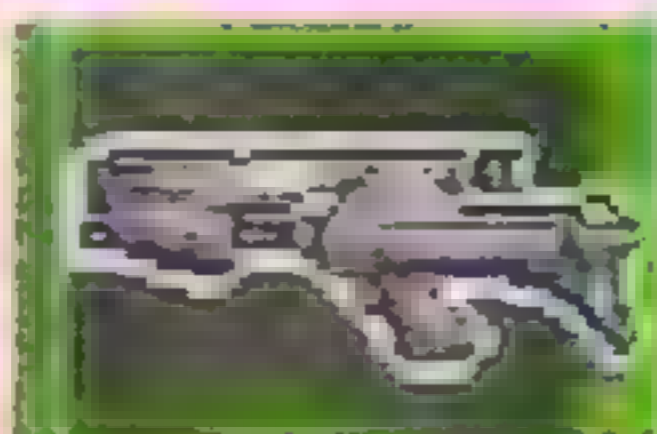


## FLAMER



This is without doubt the coolest weapon you can get for sheer nastiness. Catch an unfortunate passer-by in the fiery stream and the turn into a screaming ball of flame. I love it!

## LONG RANGE



As the name suggests, this one can be used for picking off targets at a distance. The low ammo capacity makes it best for assassinations rather than as an assault weapon.

## PERSUADERTRON



Not exactly a weapon as such, the Persuadertron is a device used to render its target totally open to suggestion. The only drawback is that you have to be very close to use it.

## PISTOL

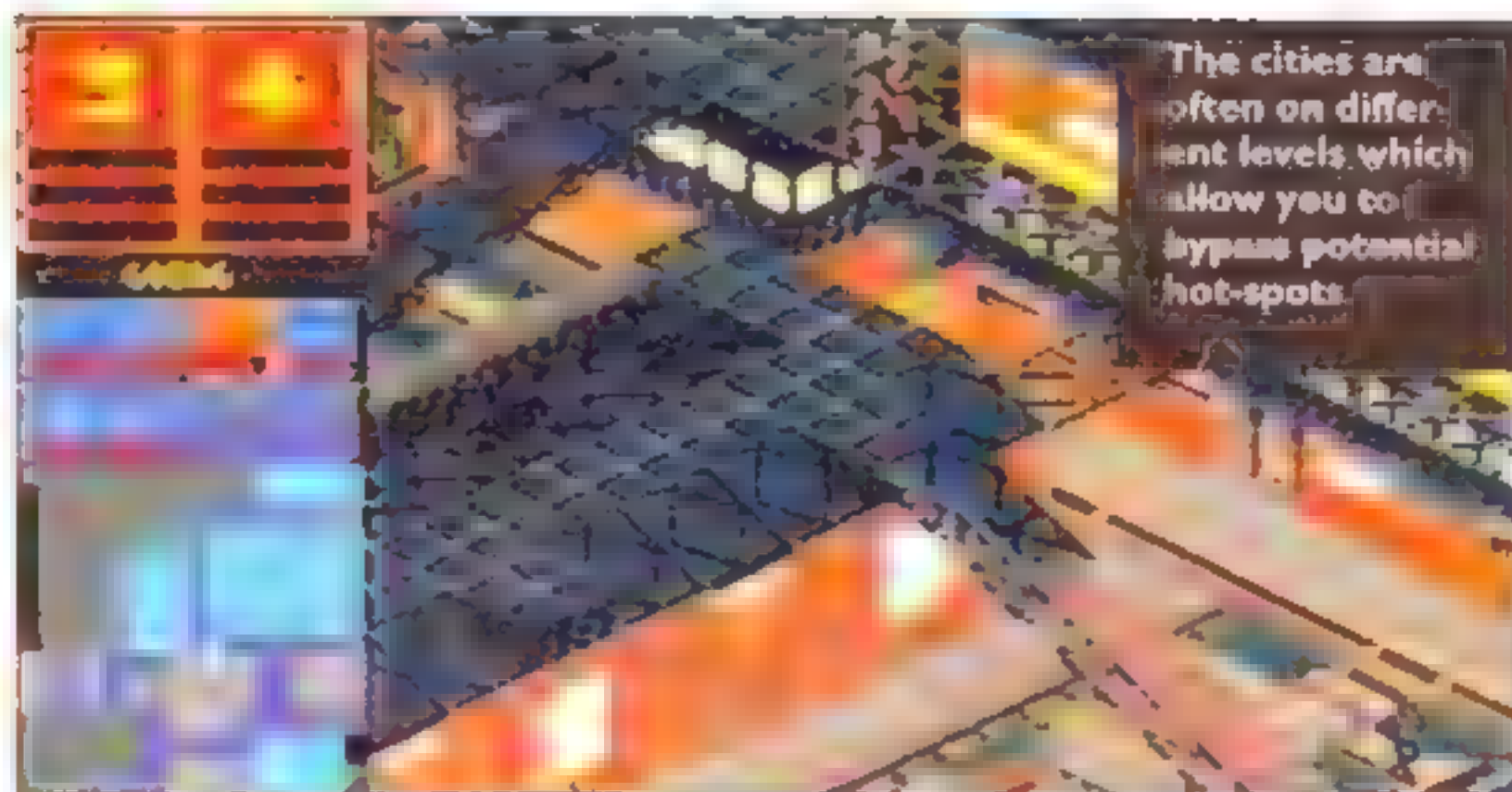


## SHOTGUN



## UZI

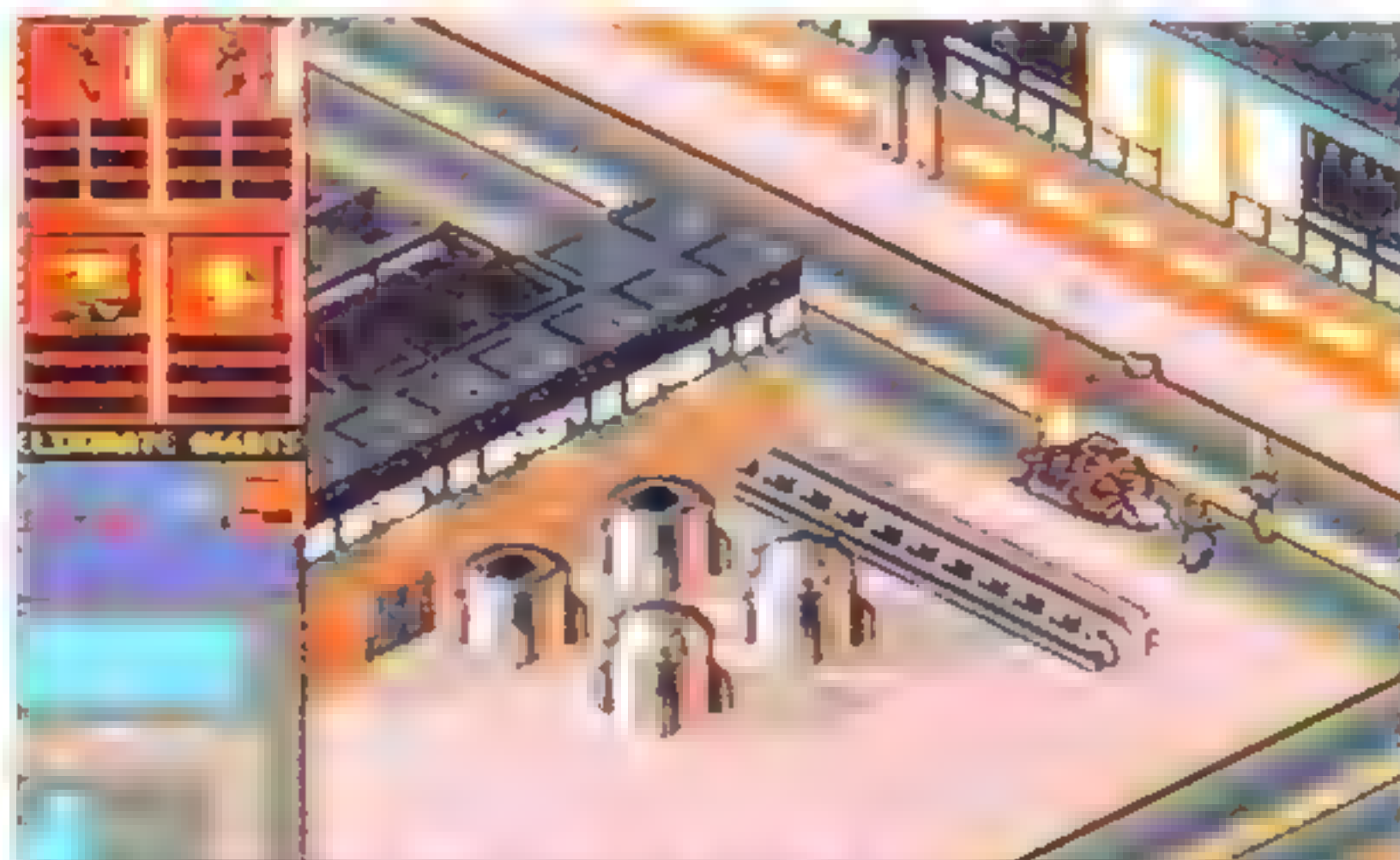
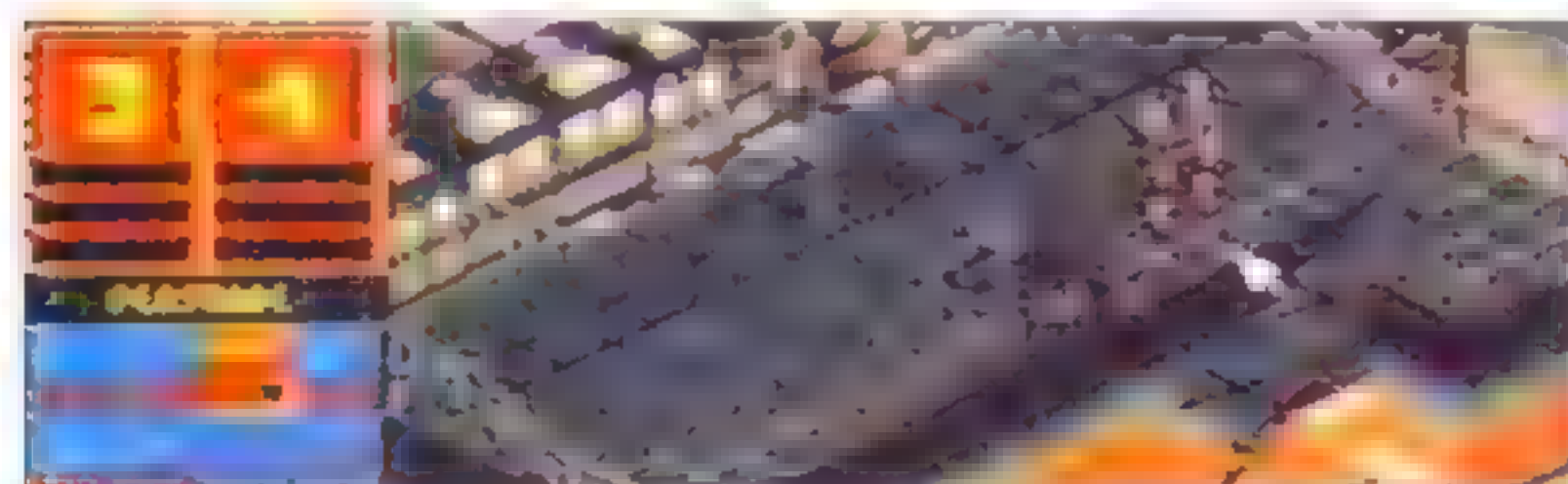




The cities are often on different levels which allow you to bypass potential hot-spots.



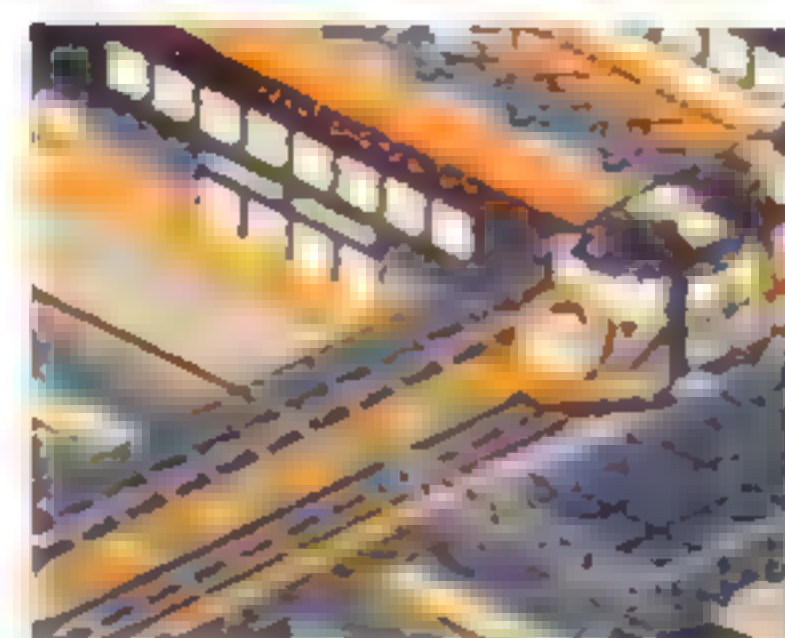
"The street shoot-outs can get pretty spectacular with agents from three or more syndicates all going for it"



The Cybercity traffic wardens deal with another hapless offender who carelessly parked on double yellow lines. It was his own fault for arguing about the ticket. Still, it just goes to show that the mentality of traffic wardens will be no different 100 years from now.



(Inset) Probably the most impressive piece of hardware in the game is the rocket launcher. You only get three shots but anyone caught within a large radius is blown clean out of their shoes!



# Profile

PLAYERS  
SKILL LEVEL  
SAVE POSITIONS  
CD32 ENHANCED

GRAPHICS  
SOUND  
GAMEPLAY

**PROS:** The game is a masterpiece of design, with a superb soundtrack and superb graphics. It's a real gem.

**CONS:** Control can be a bit tricky, and the game is a bit slow.

93%

# CD review

With the classic *Jetstrike* already established as one of the most fiendishly playable CD32 games ever, not to mention the forthcoming *Limbo of the Lost*, *Rasputin* are really championing our cause. The inimitable Dela Fuente/Pratt partnership check out the latest...

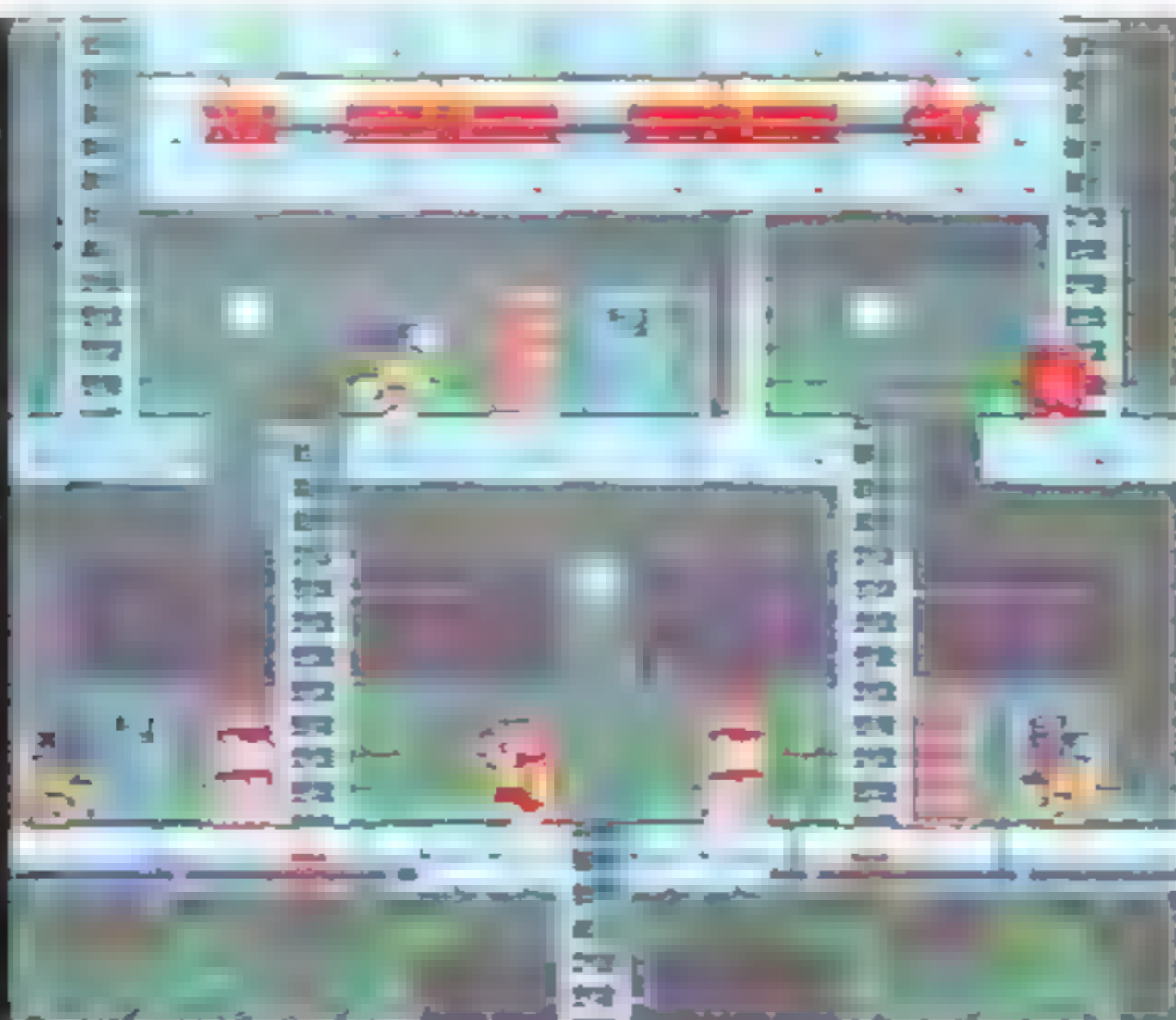


**R**asputin are slowly but surely gathering a commendable reputation as the company that presents the user with simply designed games that are full of original arcade ideas. It proves that you don't need a budget of millions to formulate a fun and playable arcade game. If the Bitmaps can succeed with platformers like *Gods* and *Ruff n' Tumble*, why can't anyone else? There is one underlying factor that still remains: do people still want 'back to basics' games? Do you want flash graphics, and is this important to grab your attention? Maybe as little as six months ago a good idea was enough to sell a game, but now it's a combination of great graphics and decent gameplay being the bottom line. Time may be running out for the likes of *Rasputin*, as the Amiga skew is not enough to keep a development team afloat. Sure, they transfer their titles onto the PC (which is now their main market) but the quality, presentation and substance of a PC game is growing further apart from the two machines as weeks — yes, not months — move by, and whereas an Amiga port was once okay, it is not now the done thing. Do you ever see a PC game ported from the Amiga that has gourad shading, texture mapping, a powerful 3D engine, etc? No — mainly because game styles have now become unique to each machine!

*Rasputin* are a dying breed; they are small, and scour Europe obtaining games, polishing them up and then releasing them. With minor success with *Jetstrike* and *Clockwise*, their latest game offers nothing new apart from a mixture of games ideas.

Base *Rasputin* may appear a bi-directional arcade platform romp with some average-

With all these coppers running around it's about time our hero took off those shades and made some sort of effort to not look quite so suspicious. I mean, he might as well have 'arrest me' written on his forehead!



'Down' cried the mysterious yellow arrows in unison. Virgil however had other ideas. Clad in the revered table cloth of ambiguity he turned his attentions to cavity wall insulation instead.

looking graphics, but with oodles of sub games, the surprise factor should keep most gamers engrossed for long periods at a time. The idea behind the game is simple. You must reach the top of the screen, avoiding all the baddies by jumping on them, overcoming a series of dangers that include flying arrows, electrical charges and spiked floors, plus a deluge of other adversities, whilst at the same time collecting letters that randomly appear as you progress higher and higher. A smidgen of strategy is placed in the game so you do not run, gung ho, straight for the series of ladders. You must firstly look and see where a ladder will end and another one begin, so it could be a case of moving up two ladders, down one and up another to progress. Via ramps and bouncing floors, pro-



gression can be quite fast, but actually aligning your character to land on a floor is easier said than done, and hurtling to the base is a certainty if you aren't a hot-shot player!

Arrows are dotted all around the screen, and these give the player a clue as to the best way to move. There are eight different themes spread over the twenty-five levels, each with varied backdrops and baddies. The onus of the game however, never really

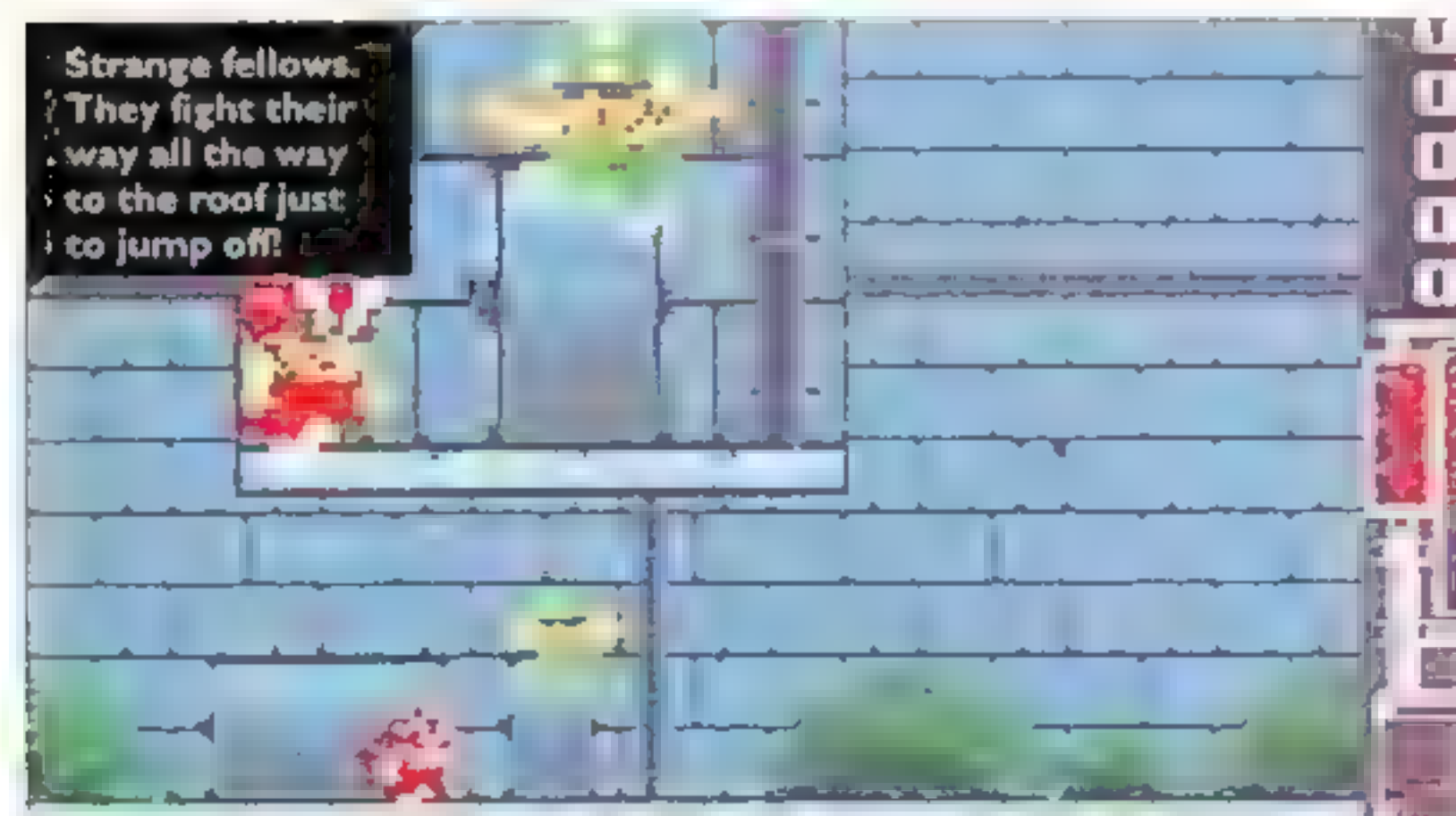
# Base Jumpers



changes, apart from getting harder... but that's to be expected. It's in the sub-games that the game really excels. The letters that you collect spell a clue to the sub-games that will appear randomly, and the two I saw were crazy, but fun. One was a racing game where you race four times around a track on foot (or in a car) with bonus points awarded to the winner.

Also included is a jetfighter game, where the idea is to shoot the other planes, and a Breakout clone, with each player defending a corner of the screen around which is his castle. When you reach the top of the tower, you'll be presented with a section akin to the Gameboy version of *Crash Dummies* where you jump off the roof of a building and have to guide your player safely to the ground, knocking your opponents into poles, electrified clouds or ledges. The last one to open his parachute will reach the ground first, but beware of waiting too long, as you may end up splattered on the pavement. Another game involves you in a Bruce Lee-style Kung Fu situation, but this time there are no letters to collect, only dice, which will give you your clue to the sub-game. This level involves you kicking and punching your way to the top of the tower. With three other players on screen (computer generated and human). Each will try to nudge each other into a fatal position, so you could possibly end up getting spiked.

Now, all this sounds fairly tame, but believe me it works fine, mainly because all the sub-games are short and straight to the point. Another one places the player on a small racing circuit where you get a top-down view of your character, and you must charge around the circuit picking up goodies whilst trying to obstruct the other racers and yet again finishing first.



PUBLISHER: Rasputin PRICE: £ TBA  
DEVELOPER: In-house OUT: TBA

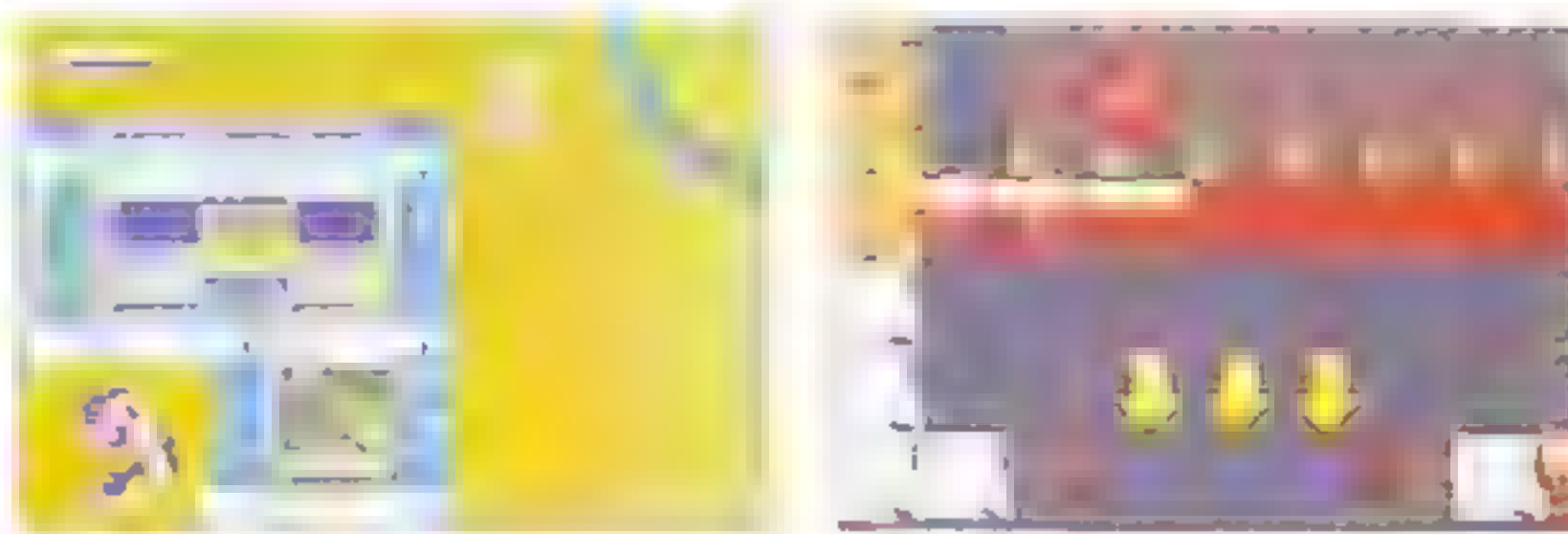
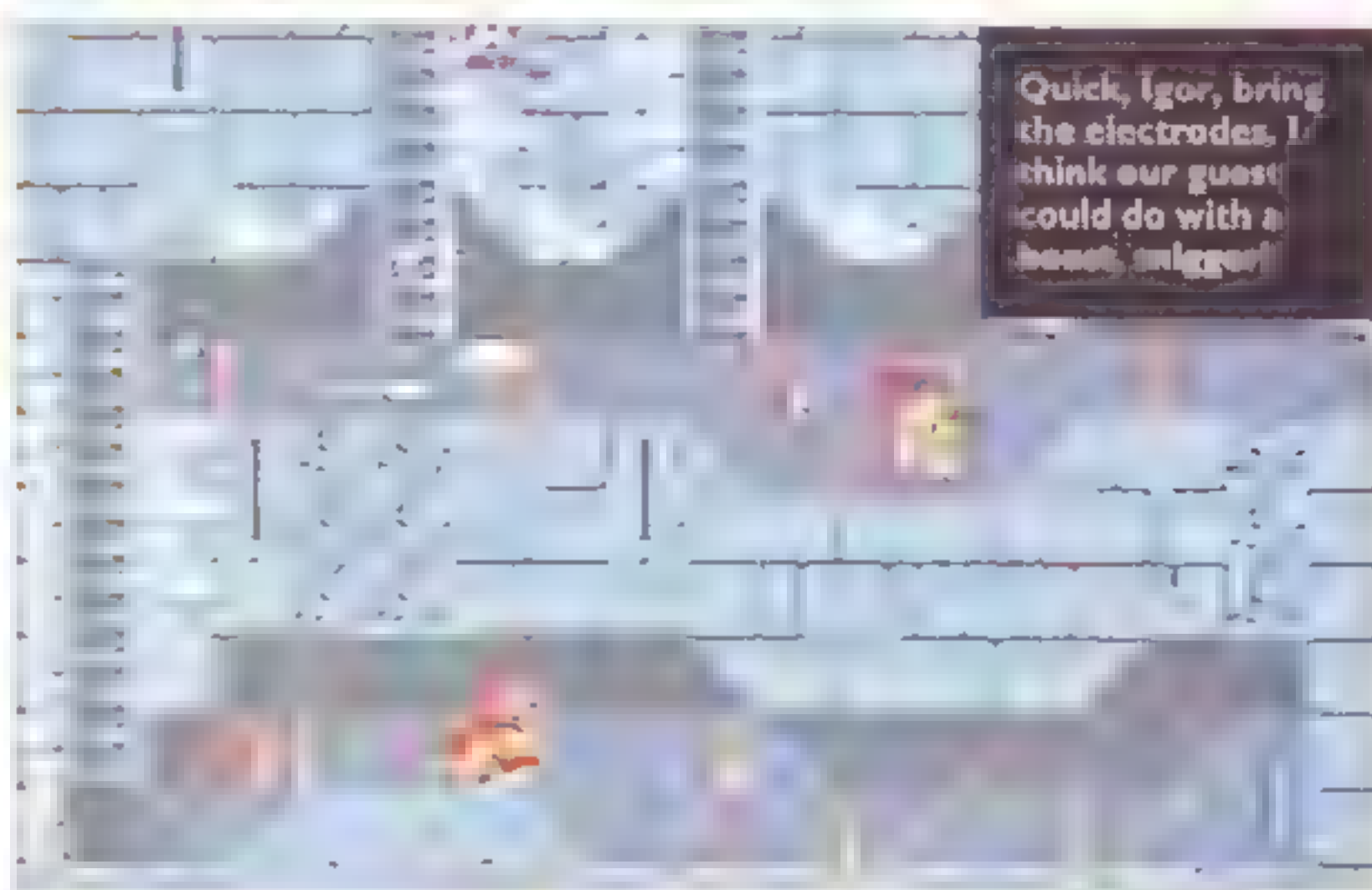


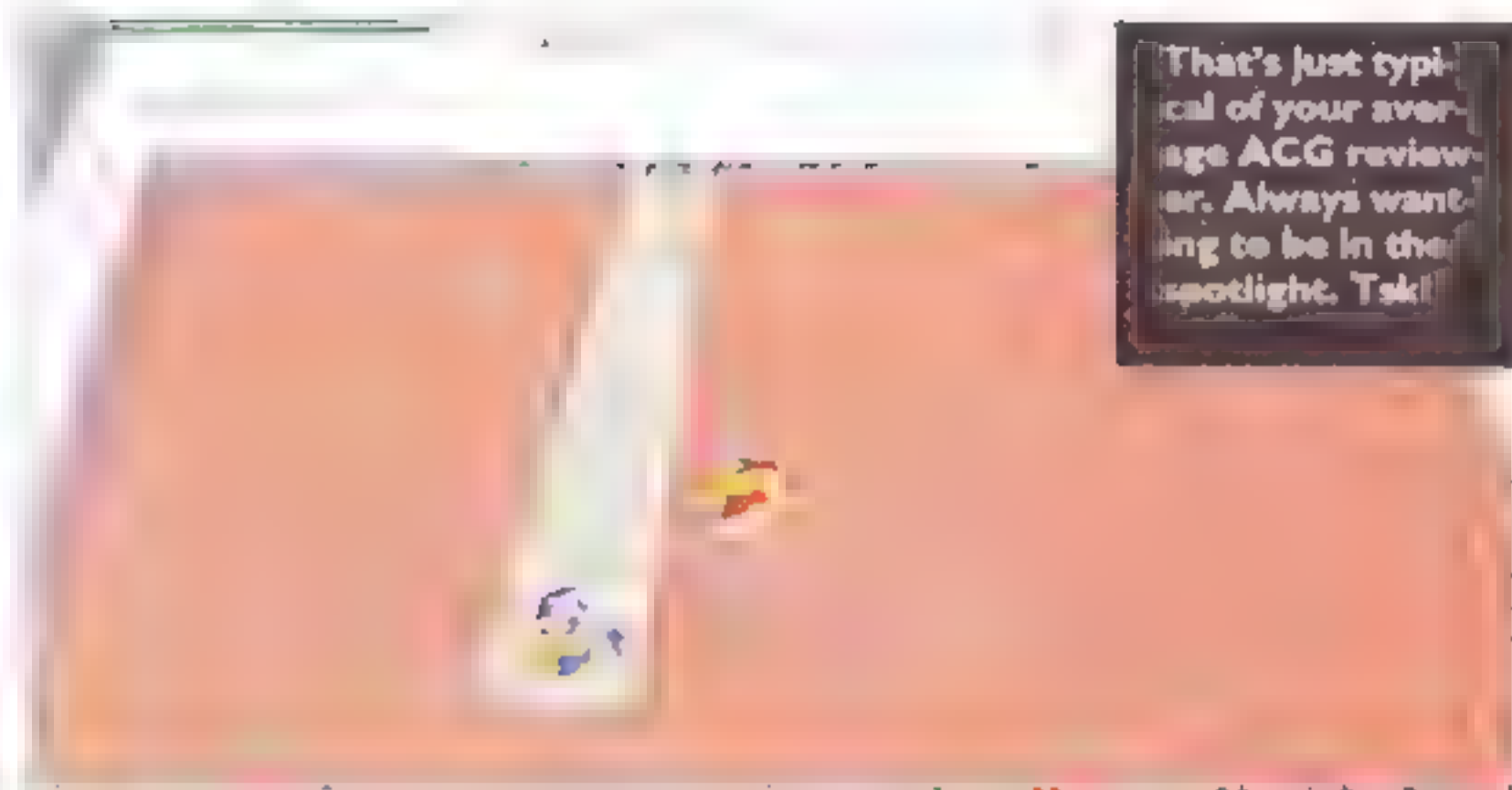
Up the scaffolding. Ooer! Sounds a bit like a saucy building site comedy featuring Frankie Howard shouting 'ook no misour' at passing females. Well, it makes a change from 'phwoar, I'd give her one!', right girls!



Right then. Level one, shouldn't be too taxing. A quick jaunt up a few ladders, give the odd baddy the old left, right and hurl yourself off to your death. Simple!

With clean graphics, responsive controls, an honest arcade game is in the offing! *Base Jumpers* offers nothing staggeringly new, but Amiga games (especially ones on the CD32) are starting to dry up at an alarming rate, and it's refreshing when something new appears. *Base Jumpers* could be described as a combination of many different genres, most of which have been done before (and sometimes better) but not all in one package. This one will take a long time to complete, so, although not original, does offer value for your money. ■ DDF/TP





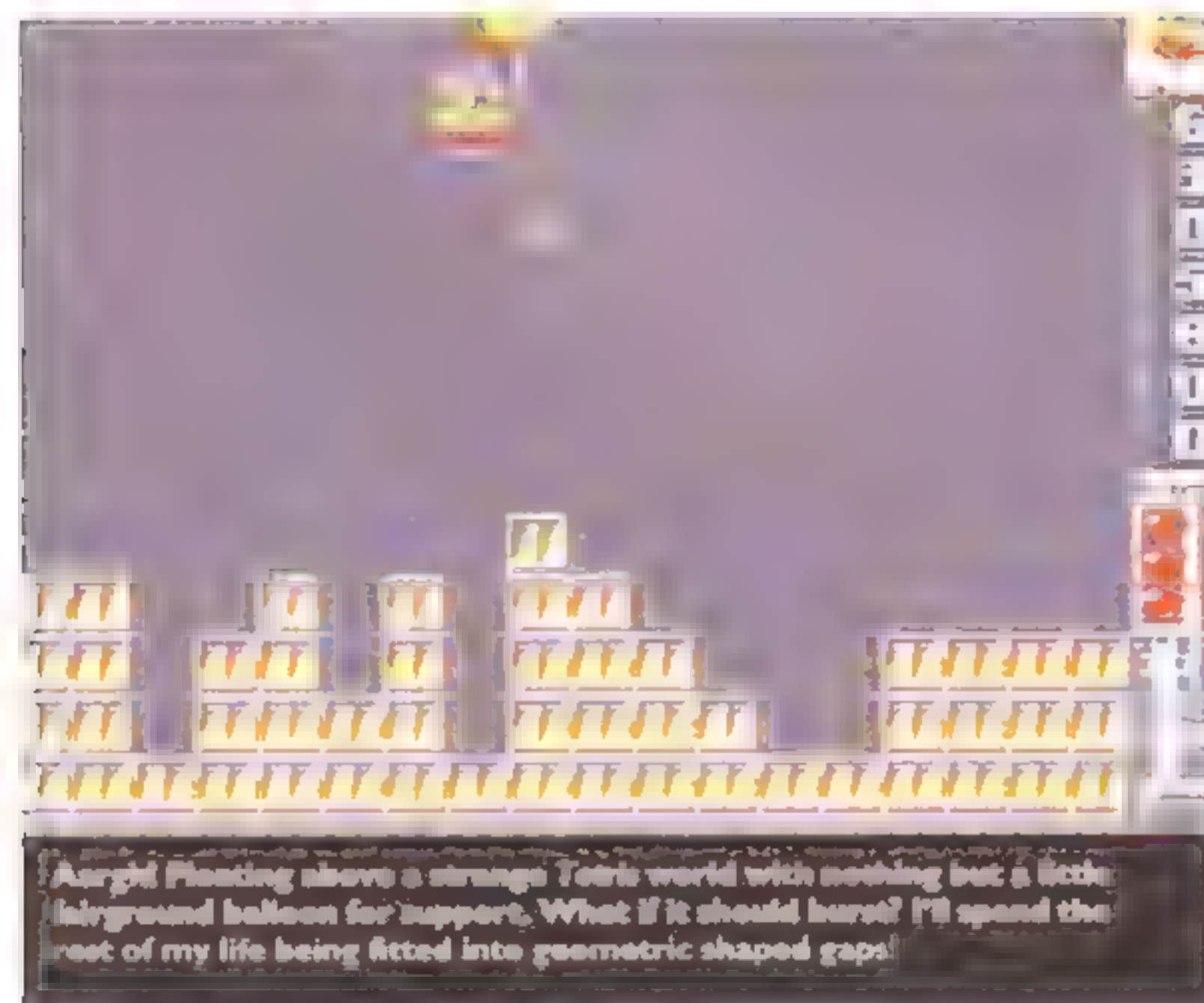
That's just typical of your average ACG reviewer. Always wanting to be in the spotlight. Take!



"With oodles of sub games, the surprise factor should keep most gamers engrossed for long periods at a time"



Lovely, smell that country air. There's nothing like a meadow full of flowers to raise the spirits. Mind you, you have to watch out that you don't sit in a swamp. It kinda drags things down.



Asghd floating above a strange Teer's world with nothing but a little background balloon for support. What if it should burst? I'll spend the rest of my life being fitted into geometric shaped gaps!

# Profile

PLAYERS  
SKILL LEVEL  
SAVE POSITIONS  
None  
CD32 ENHANCED

**PROS:** Classic arcade-style fun from a bygone age. Great music plays throughout, from classical to rock!

**CONS:** Primitive budget-looking for a full-price. Lack of imagination both in sprites and palette!

GRAPHICS  
SOUND  
GAMEPLAY

**79%**

# CD review

Being a Gillingham supporter, we weren't too sure if Derek Dela Fuente was the man to call on for this review. After all, what can a Gillingham fan possibly know about football? I do believe we're just about to find out. What's that you say Derek? Up the blues. Bah!

**F**ootball Glory is one of the surprise packages of the year. Already on the standard Amiga, it has received marks of 90-plus, and with the competition being that much tougher it merits even more respect! Now, if you add that to the fact that Black Legend aren't what you call one of the 'top dogs' as far as software companies go, it makes it even more remarkable. Excellent reviews alone would not be enough to get the momentum going, but the fact that they have supplied a lot of the Amiga mags with a demo of the game means a lot more people playing the game, and by word of mouth it's caught the imagination. If you already have Sensi and Kick Off, what more do you want? Well, read on.

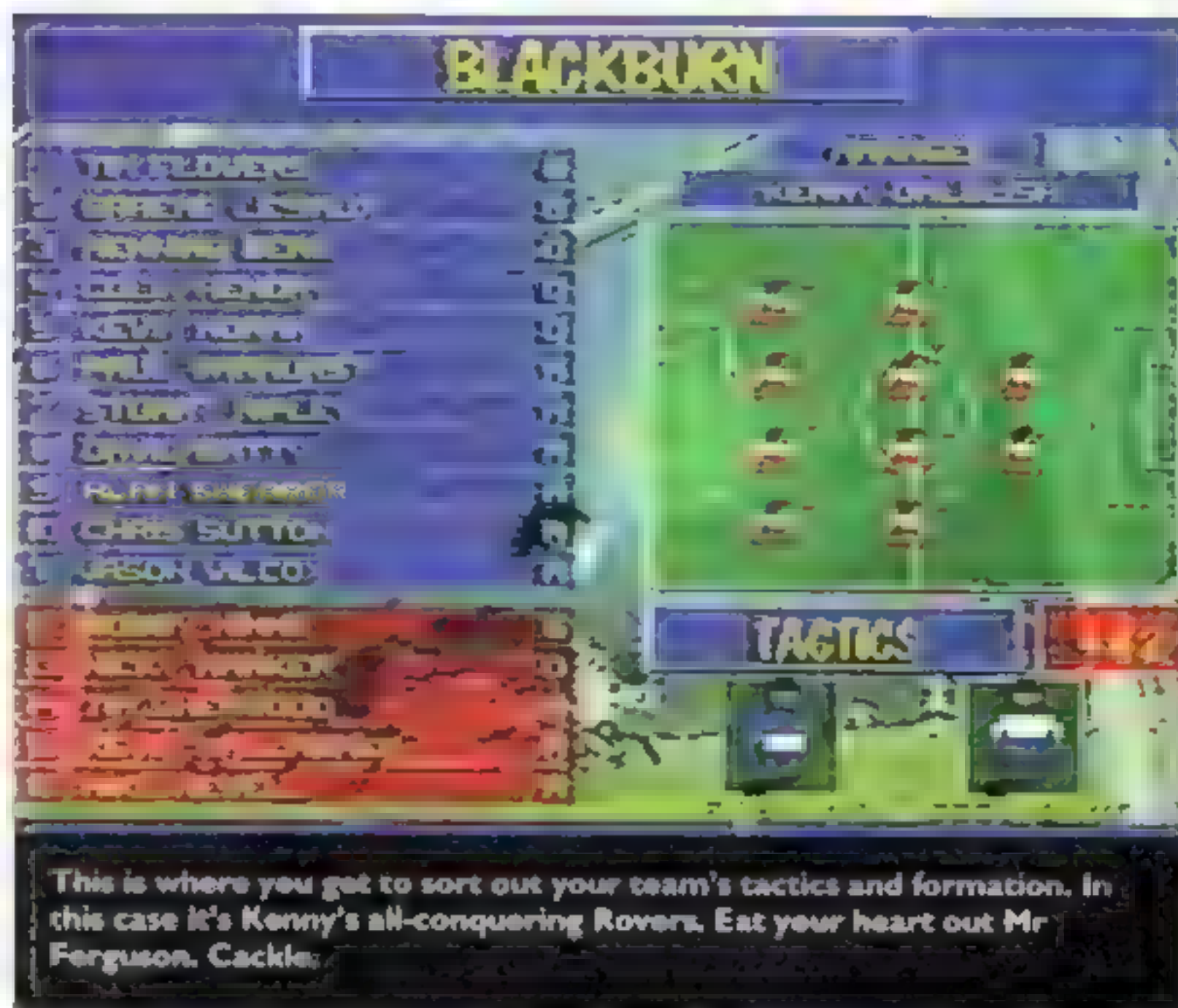
Now the CD32 might be slightly different, as we poor owners are somewhat starved of games just at the moment, but we do have a good collection of soccer games, so the premise is the same as for the Amiga owners, and basically merits purchase as it's one neat little game.

Graphically it's not up to much, with tiny sprites as players (the familiar top-down view is presented), a gaudy green and brown pitch and no real definition in any of the on-screen objects. The one main factor that raises this head and shoulders above the rest of the competition (and will surely give Sensi a run for its money) is that it is fast, responsive and plays like a dream! Now, the really strange thing is that Sensi looks slightly better (but not a lot), but for some strange reason I just can't put my finger on why I like this game so much. It's obviously a great game in its own right — just a shame about the graphics! Another facet is that it feels intuitive to play.

Ball control, accuracy in passing, sliding tackles (the turf scuffs up when you do it) and bending the ball can all be achieved. The screen update is perfect and the customising features are all here. You can make your own leagues, set up your own tactics and formations, and all the teams included seem to be graded.

One feature that seems really novel, and adds a touch of class to such a graphically sub-standard offering, are the video sequences when you score, zoomed in close ups of the goal.

There are some nifty options within the game, and also some cosmetic ones which add to the overall appeal.



Zoomed replay, grass type (choice of horizontal, vertical or no grass lines on the pitch), all animations (normal, cut-outs, special joke animations) or none at all! The different types of pitch — winter, spring and summer have a differing effect on the way the ball reacts. When the pitch is hard the ball bounces more. You can create a glamorous cup competition and get 64 friends around, assign them each a team and lay bets with the winner picking up all the dosh!

You can mess around with kits and change names. Here is a little trick that you could try — if you call a player Derek Dela Fuente, see what happens!

The repertoire of kicks and moves are excellent, with banana, overhead, back heel, diving header, power kick, one-two passing, sliding tackles, and the goalkeeper can drop-kick from anywhere in the box.

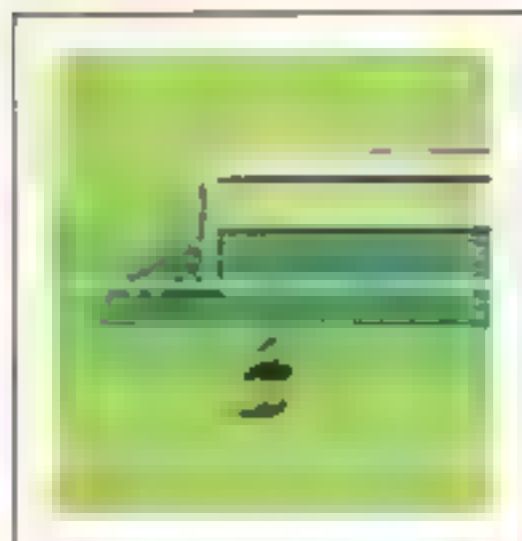
A football game is a football game, but Legend have put everything into this. The ball moves at a nice speed, neither too slow nor too fast, and once you become really adept with the controls you can pin-point some great passing moves and really get to grips with the feel of the game.

What more can you add without rambling on? Action replays, ten different pitches, subs, headers, oodles of stats — some novel and other features go into making this a highly playable game, and it is a shame about the graphics, but who cares if it plays a treat!! ■ DDF



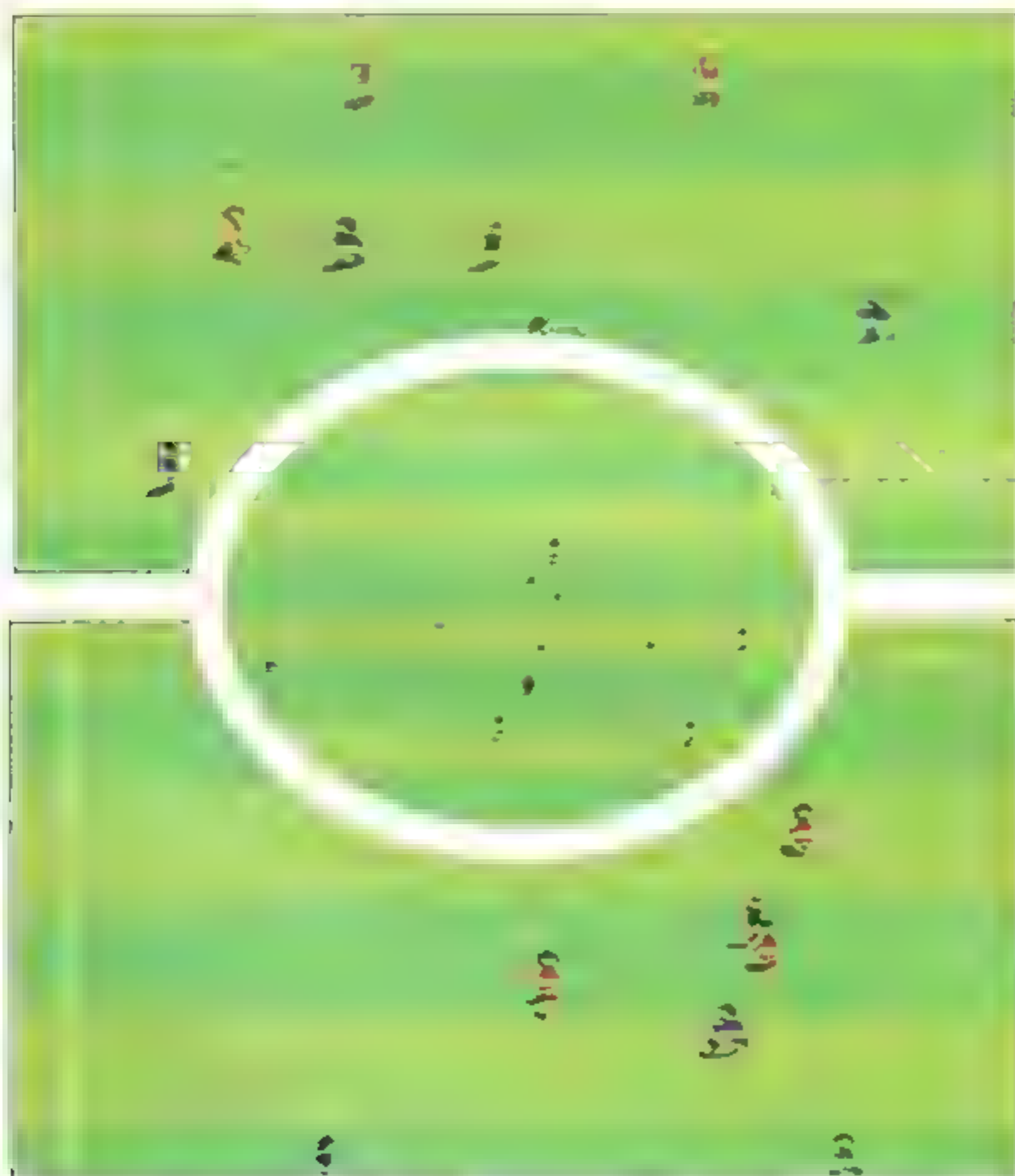
# Football

# Glory



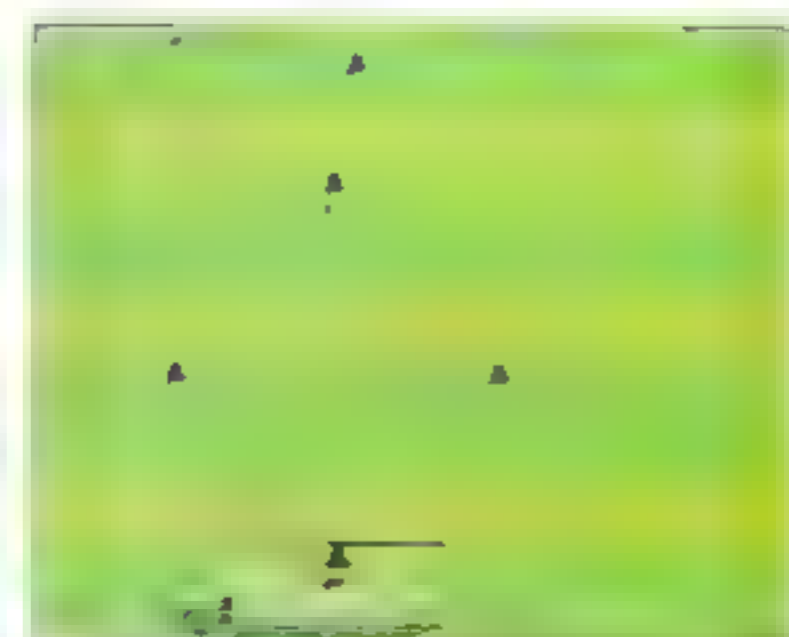
"The one main factor that raises this head and shoulders above the rest of the competition is that it is fast, responsive and plays like a dream!"

**PUBLISHER:** Black Legend **PRICE:** £ TBA  
**DEVELOPER:** In-house **OUT:** TBA



The ball's safely in the keeper's arms but he's gotta watch it. It's all too easy to stray out of the area and give away a free kick in a very threatening position.

## FOOTBALL GLORY



Another wonderful options screen. There's a whole range of teams from club to national sides, all complete with authentic players.

# Pro file

44 PLAYERS  
 SKILL LEVEL  
 SAVE GAME  
 CD32 ENHANCED

**PROS:** Loads of little humorous touches like the player celebrations and moaning refs. Control is logical, intuitive and fairly easy to get used to.

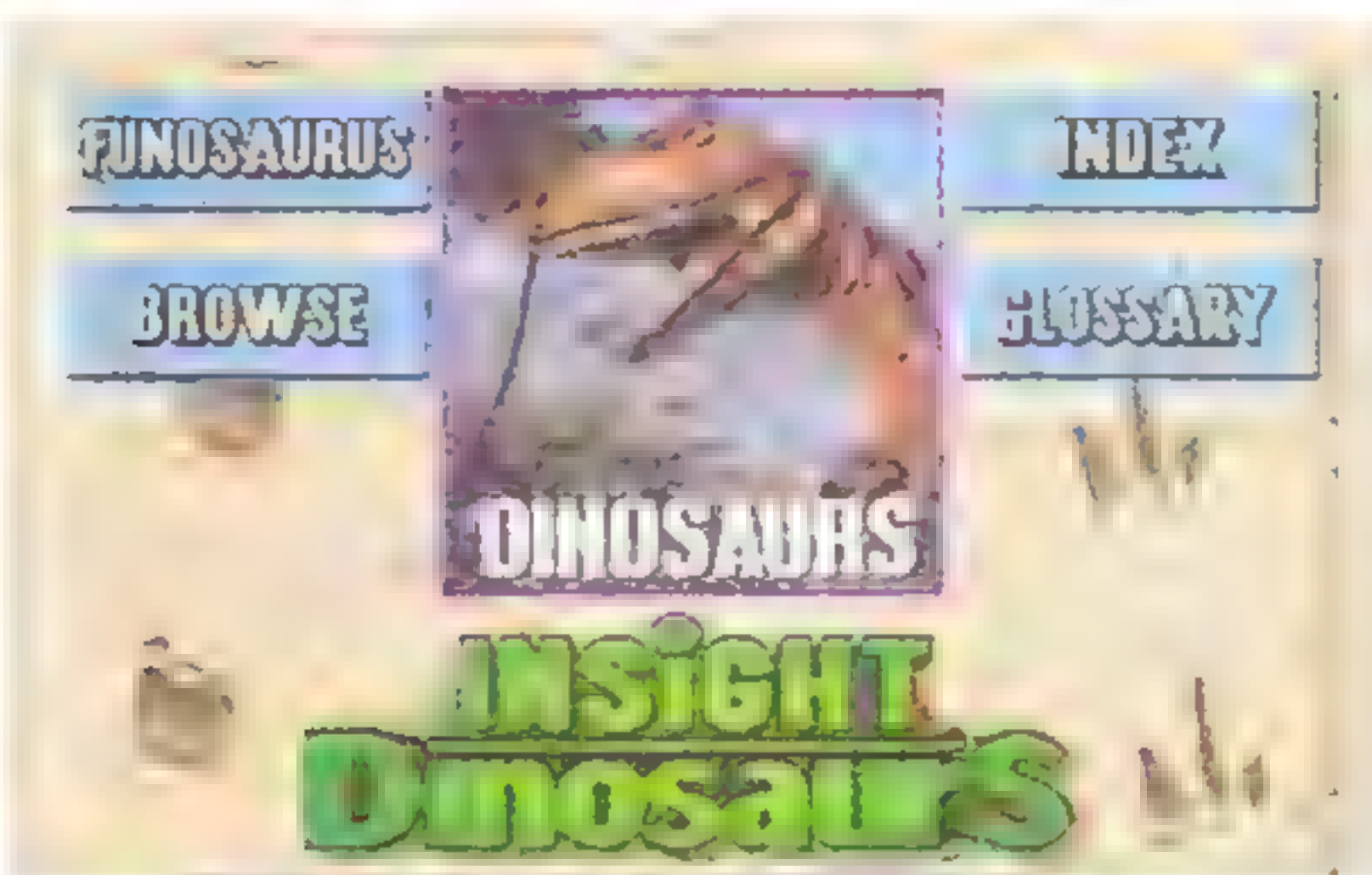
**CONS:** The graphics are a bit sparse and the ball movement isn't always 100% convincing. Despite everything, it's no Sensi-beater.

GRAPHICS  
 SOUND  
 GAMEPLAY

# 85%

# CD review

CD encyclopedias have become one of the fastest and biggest growth markets over recent years. Proof of this comes from the ever-expanding list of titles on sale, of which the latest, from Optonica, offers an interesting and detailed examination into the world of... yep, you guessed - Dinosaurs!



**U**nunno! One bleedin' dinosaur film and the world seems to go bleedin' bonkers. Dinosaur lunch boxes, dinosaur stationary, dinosaur jumpers and now, even a dinosaur encyclopedia on CD. Where will it end? Saying that, *Insight Dinosaur* isn't just another blatant attempt to jump on the bandwagon. This is

Optonica's second hands-on, fully interactive encyclopedia and owes more to the Natural History Museum than it does to 'that' film. Another thing that separates *Insight Dinosaur* from *Jurassic Park* is that this is actually quite

engaging and informative! *Insight Dinosaur* basically offers a wealth of dino knowledge at the press of a button. Through its easy-to-use interface, users can access all sorts of information ranging from general info on every known dinosaur to how they lived and died and even about fossil hunting and the like.

As has already been mentioned, when you first slam this package into your CD32, the first thing that hits you is the sheer size of it. It's a bloody massive and to cover everything on this would take thousands of reams of paper, not to mention absolutely yonks to write. Unfortunately, we don't have that sort of time, nor space, so here's a rough guide to what you can find. Upon first up comes the Life of the Dinosaur. This section introduces the user to the world of dinosaurs, how they lived, their diet and digestion,

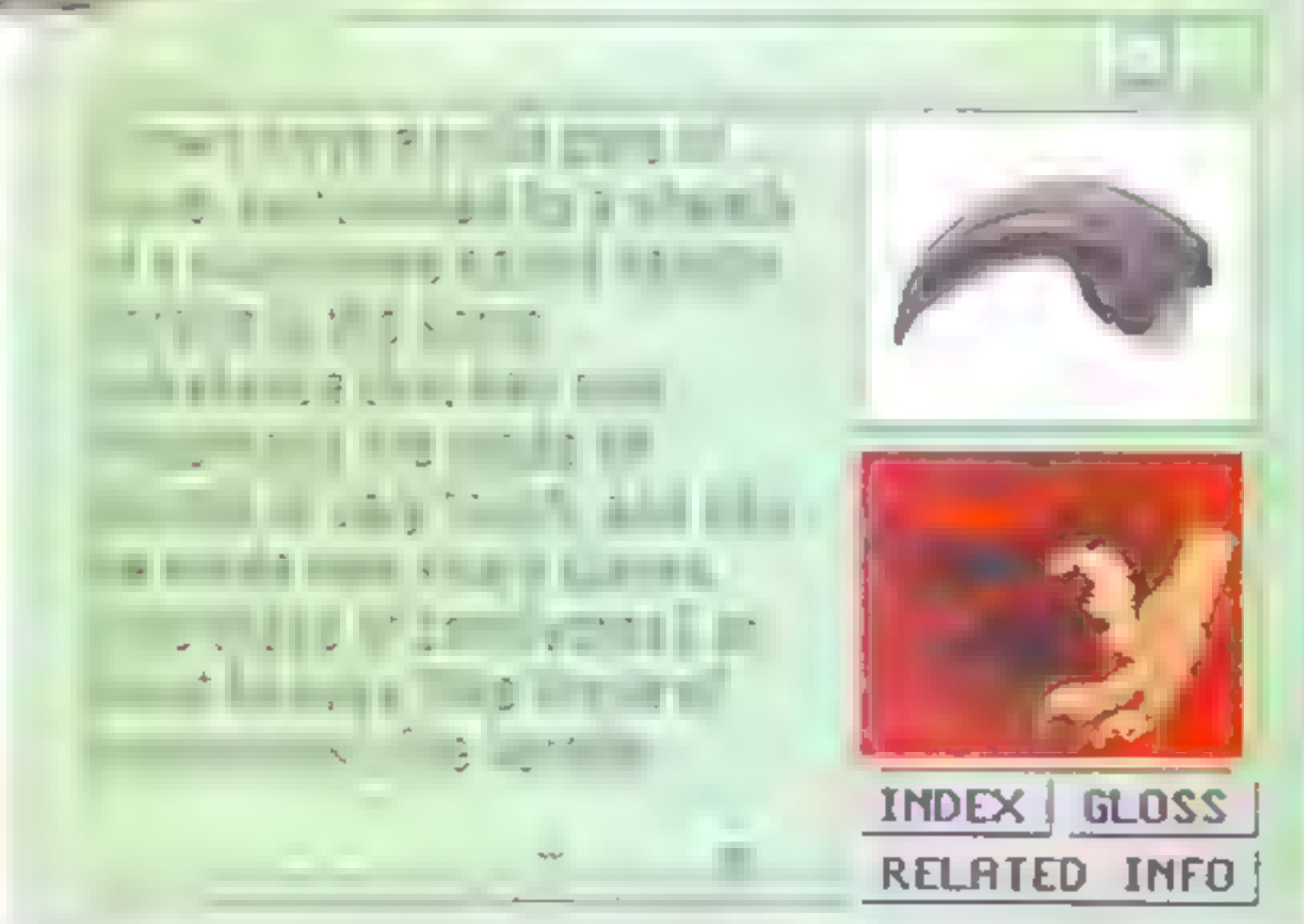


their anatomies, their attack and defence, movement and behaviour and finally the way they evolved. Generally this info is related to the user by a bloke talking about it. To add a bit of visual impact there's also plenty of pictures and even some animated sequences and film footage. To make sure these animated sequences are as realistic as possible, Optonica, drafted in the help of some of the best dinosaur animators in the biz. The result is some wonderful and supposedly, lifelike pictures.

Next section up is the world of the dinosaur which takes a detailed look into one of the greatest unsolved mysteries of all time - why the dinosaurs became extinct? Hundreds of different theories have been suggested as to why they did and *Insight Dinosaur* takes a look at several of the more feasible ones and puts the forward the cases for and against each of them, before leaving it up to the viewer to decide which he, or she believes to be more probable.

This second section also examines the climate at the time of the dinosaur and the geology of the land, before delving into the world of fossil hunting and its relevance in our understanding of dinosaurs.

The third and last section is every dinosaur nutheads dream



# Insight

# Dinosaurs



come true. The A - Z section contains file after file of info on every known dinosaur. From Tyrannosaurus Rex to Diplodocus, they're all there and in comprehensive and impressive detail. Once again, there's also plenty pictures and the odd film footage and animated sequence to spice things up. The geezer rabbling on also has a strangely hypnotic and compelling voice that you can't help but listen too.

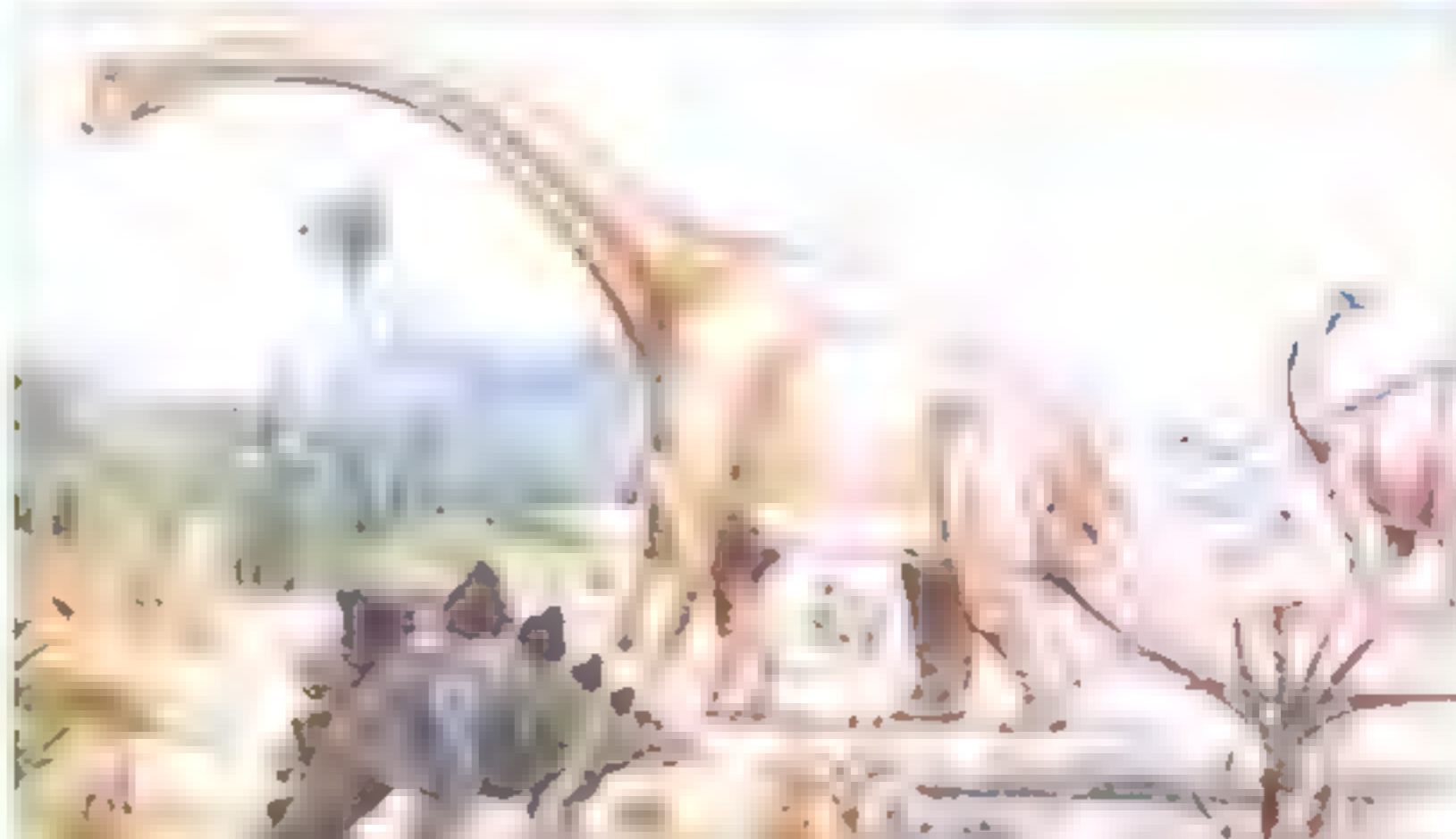
One of the joys of *Insight Dinosaur* is that it's aimed at all ages. All too often these encyclopedic CD's are aimed at too narrow an age group, but this package is perfectly suitable for young and old, dino egg heads and the completely ignorant (like me). They've done this by having a simple control and select system that makes finding your way around a piece of cake. There's also a diverse selection of info available that will satisfy the casual observer and the more serious user. On top of this there's also a nifty funosaurus section for kids. Here they can paint all sorts of dinosaurs in all sorts of colours, try their hand at some Chinese puzzles (with two level settings) and for the really keen (and brave) there's the quiz. This can be played one or two player and is an excellent place to check out how much you really know and how much of the bombardment of facts actually stuck.



PUBLISHER: Optonica PRICE: £TBA  
DEVELOPER: In-house OUT: Now



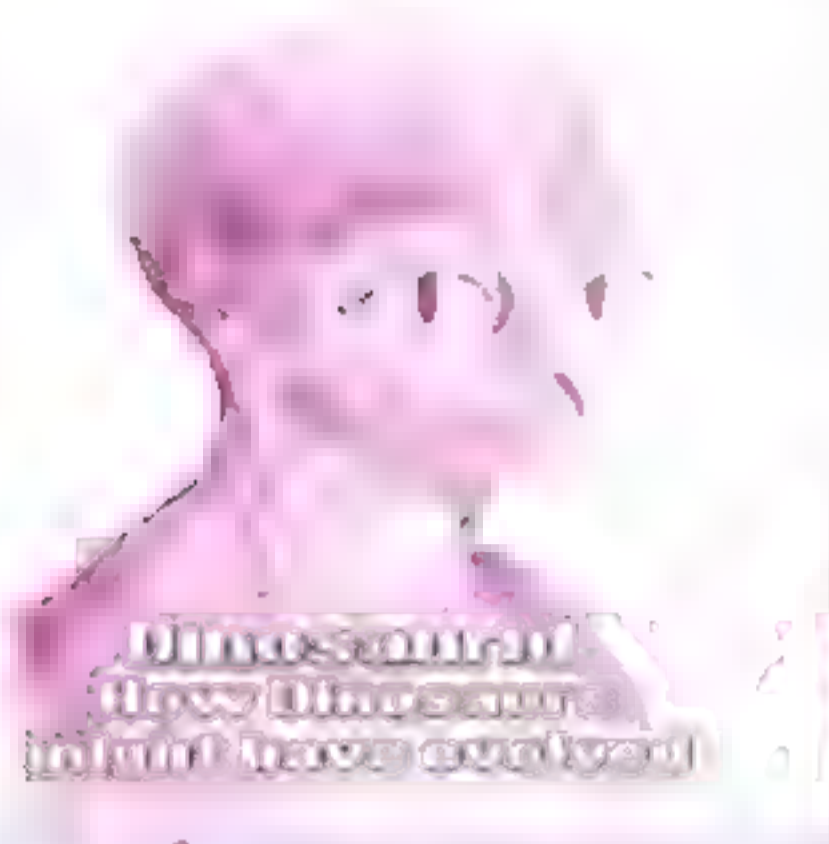
It wasn't long back when people had no idea what dinosaurs looked like, but, thanks to the discovery of their remains and painstaking study, artists can now draw what are believed to be accurate pictures.



Optonica got some of the world's greatest Dinosaur artists to create the hoard of pictures that can be found on *Insight Dinosaur*. The result is, supposedly, some of the most realistic and lifelike images of their kind.

It has to be made clear that *Insight Dinosaur* is an excellent interactive learning tool, but not a game. Don't think for any minute this CD offers plenty of blast-em-up action, or anything like that, as it doesn't. It's an interesting, comprehensive exploration into the world of dinosaurs, but that's it. You've been told!

In summing up, *Insight Dinosaur* offers more than just boring text and a few pictures of fossils. It's a well presented and smart package that the programmers have crammed full with every bit of info you could imagine on dinosaurs. They've also made it fun and interesting and should have a broad base of appeal. So, if you want to know more about our unfortunate predecessors, then this is well worth buying, especially at such a reasonable price. **JE**



If this is how Dinosaur might have evolved, all I can say is thank God they didn't. It's bad enough having to look at Miles everyday!



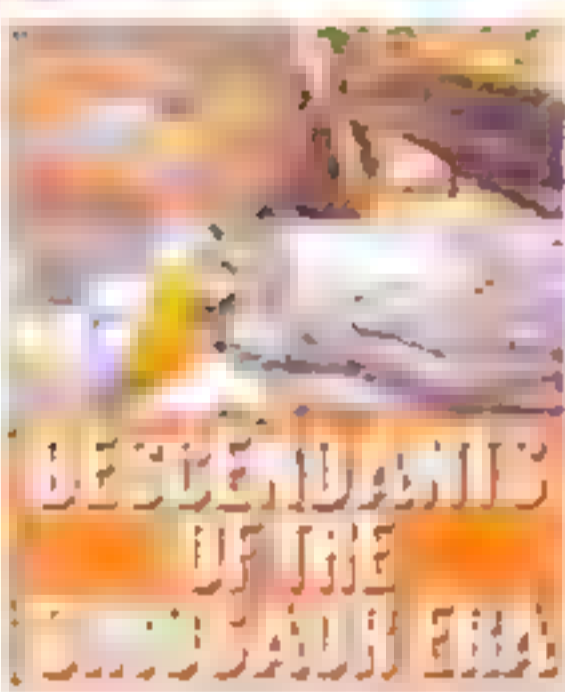
I have to admit, looking at skeletons of dinosaurs ain't exactly my ideal way of spending a Saturday night. Thankfully, *Insight Dinosaur* offers a lot more than this.

ANIMALS THAT BEHAVE EXACTLY AT THE SAME TIME AS THE DINOSAURS

- DINOSAURS
- PTEROSAURS
- Marine Reptiles
- Marine Creatures With Shells



REPTILES & THE LIZARDS



DESCENDANTS OF THE CROCODYLLS



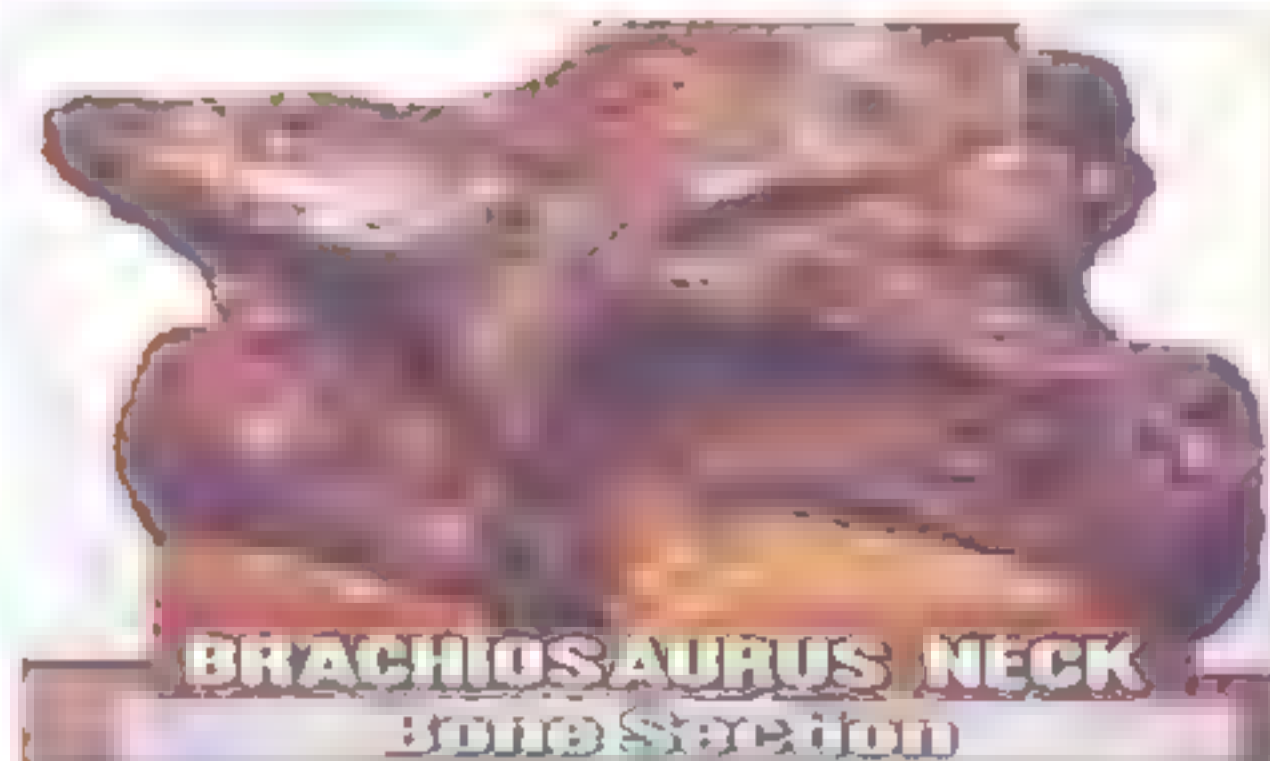
DIET & LIFESTYLE



MOVEMENT & BEHAVIOUR



ATTACK & DEFENCE



BRACHIOSAURUS NECK Joint Rotation

## The Bone of a Tyrannosaurus

"A well presented and smart package that the programmers have crammed full with every titbit of info you could imagine on dinosaurs"



# special offer

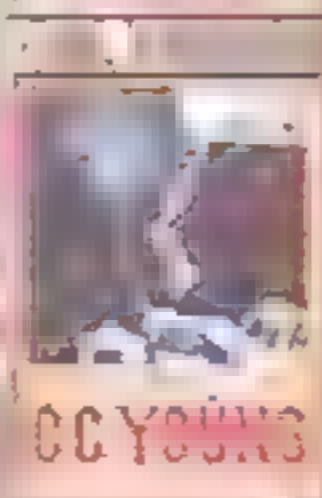
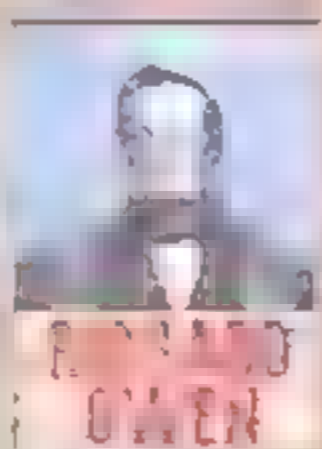
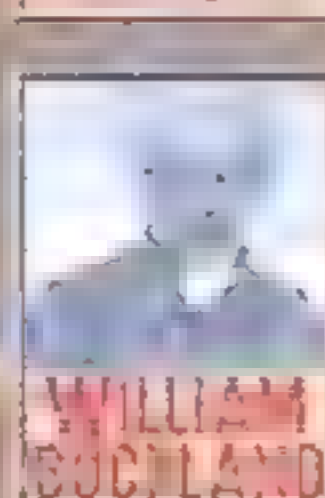
Today, most dinosaurs you're interested in are extinct. However, you can find out more about them through the exclusive demo on this month's cover CD. The only thing not to be is the price. The price of this educational CD, Insight Dinosaur, normally retails for £39.95, but Optonica in association with CD32 Gamer are offering the package for just £29.99.

You can order your copy by sending a cheque or postal order the following address:  
Optonica Ltd, The Terrace, High Street, Lutterworth, Leics, LE17 4BA.  
Alternatively you can ring the credit card hotline which is 01455 558 282.  
Your CD will be sent out by first class post within 24 hours of you placing your order.

SITES

TECHNIQUES

Insight Dinosaur covers every aspect of dinosaurs, including where their remains have been found, who found them and how they go about digging 'em up. Most of this info comes across via the drone of some bloke, but there's also plenty of pics and film footage as well.



# Pro file

**PROS:** Insight Dinosaur is well presented, adopts an easy-to-use control system, but above all, it crams to the max with info on literally every aspect of dinosaurs and their life. It's also running at a reasonable price.

**CONS:** It's really only for those who want to learn or use it to teach others about dinosaurs. Anybody after thrills, explosions and bombs is reading the wrong review.

OVERALL

85%

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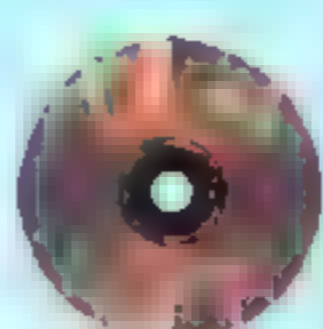
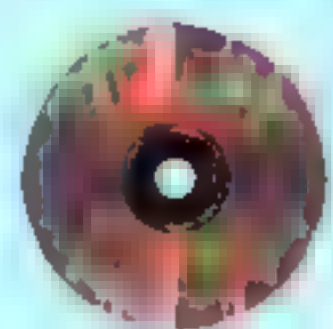
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# CD32

## G A M E R

### PLAYING TIPS

It's been a funny old month this month. I mean that in the Saint and Greavsie way rather than the ha ha way of course. We haven't been staggering around clutching our sides or anything like that. Quite the opposite. There we were, wondering exactly how we were going to fill the tips section this issue, when we decided to have a few rounds on Shadow Fighter to ease our frustrations. No sooner had we perfected all the special moves than an envelope dropped through the post box marked Simon solution. Job done!

#### CD32 TIPS INDEX



48

**SIMON THE SORCERER** solution. It's big, it's pretty, and it's rather difficult. We've received a fair few batches of tips for this one so we thought it time to get one in print. Thanks to everyone who sent one in but please no more now!



54

**SHADOW FIGHTER** player's guide. Getting marked off with the Top Knot? Can't slam Slam Dunk? Well this is the place to be for all those special moves and secret attacks.



# Simon the Sorcerer

## Solution

We, here at CD32 Gamer, pride ourselves on being some of the hottest tips merchants around. Unfortunately we can't really take the credit for this one. Simon the Sorcerer is way too clever for our puny and limited minds, so it's with great thanks to 'smarty pants' E. Lucas G. Kyriakides of London for this complete players guide. Cheers mate!

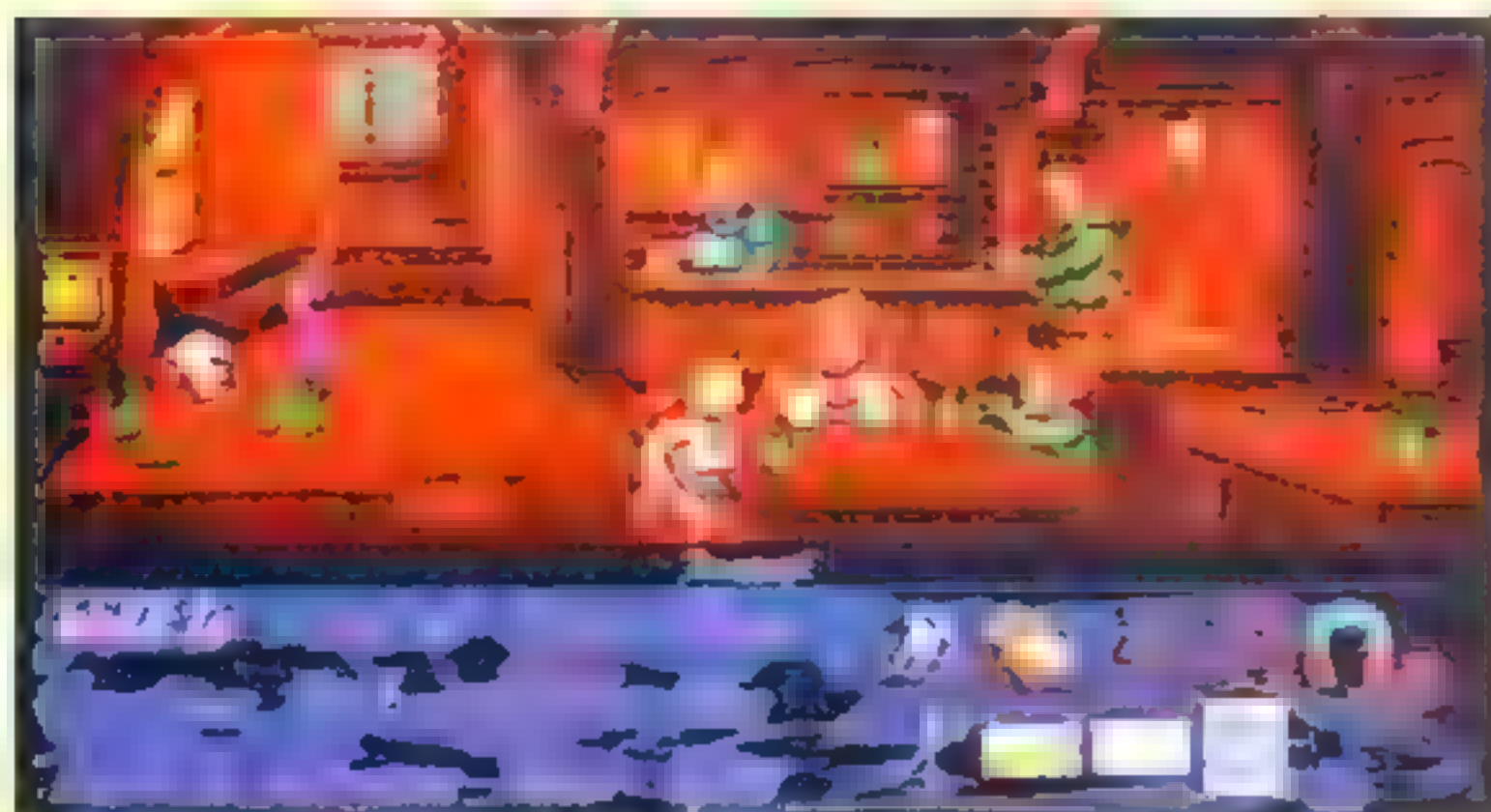
## AND SO WE BEGIN ....



1. You begin the game inside Calypso's cottage, so walk up to the drawer and open it to find a pair of scissors. Next, walk over to the fridge and pick up the magnet. Leave the house and head towards the village.

2. Find the rope outside the Blacksmith's shop (it's near the barrel) and the bell (it's on the bench near the door).

3. Walk past the shop and head for The Drunken Druid. Inside you'll find a box of matches on top of the fruit machine, so pick them up. Then walk over to the dwarf and cut off his beard with the scissors. Engage the noble valkyries in conversation and then walk across to the adjoining room.



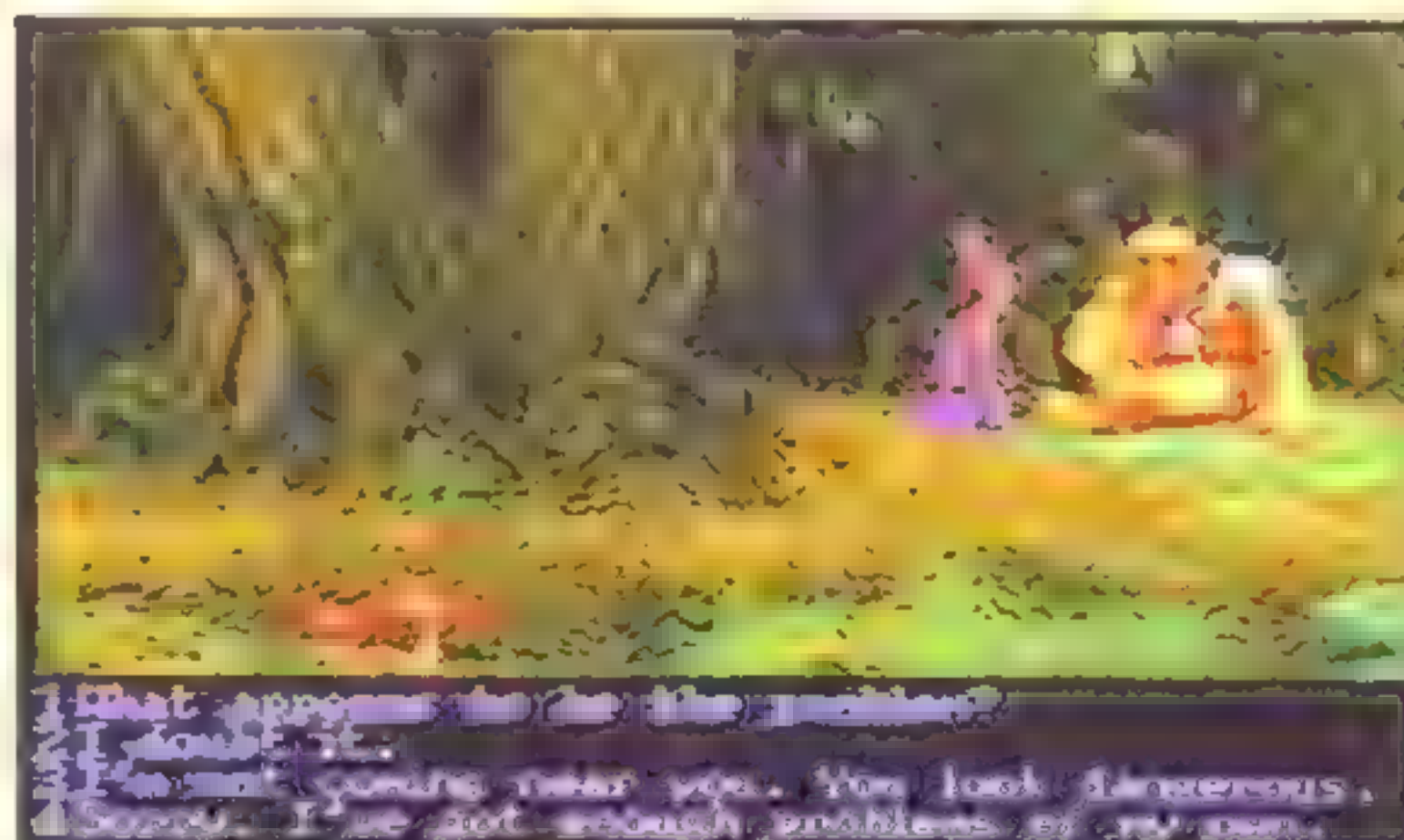
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4. Talk to the wizards about becoming one yourself. If you're persistent they'll send you off on a quest to find a crystal staff. Leave the pub, and head off to the left.

5. Continue walking left past 'The Shoppe'.

6. Outside the village gates follow the path to the right.

7. Keep going right.



8. Offer to help the whinging Barbarian by pulling the thorn out of his foot and in exchange he'll give you a blocked whistle. Take the road going up.

9. At the junction turn right.





10. Walk past the owl. It will wake up and call you over for a chat, but don't get too involved in a conversation because it talks rubbish! The only useful purpose that the owl serves is dropping one of its feathers, so don't forget to pick it up before heading off to the right

11. Continue walking to the right

12. At the five-pointed crossroads, take the first exit to the right (going down)

13. Head on left past the spot where the Barbarian had been crying

14. Turn off at the junction, heading down

15. Continue walking right, past the fallen white tree

16. At the junction turn right and head down

17. Continue walking left



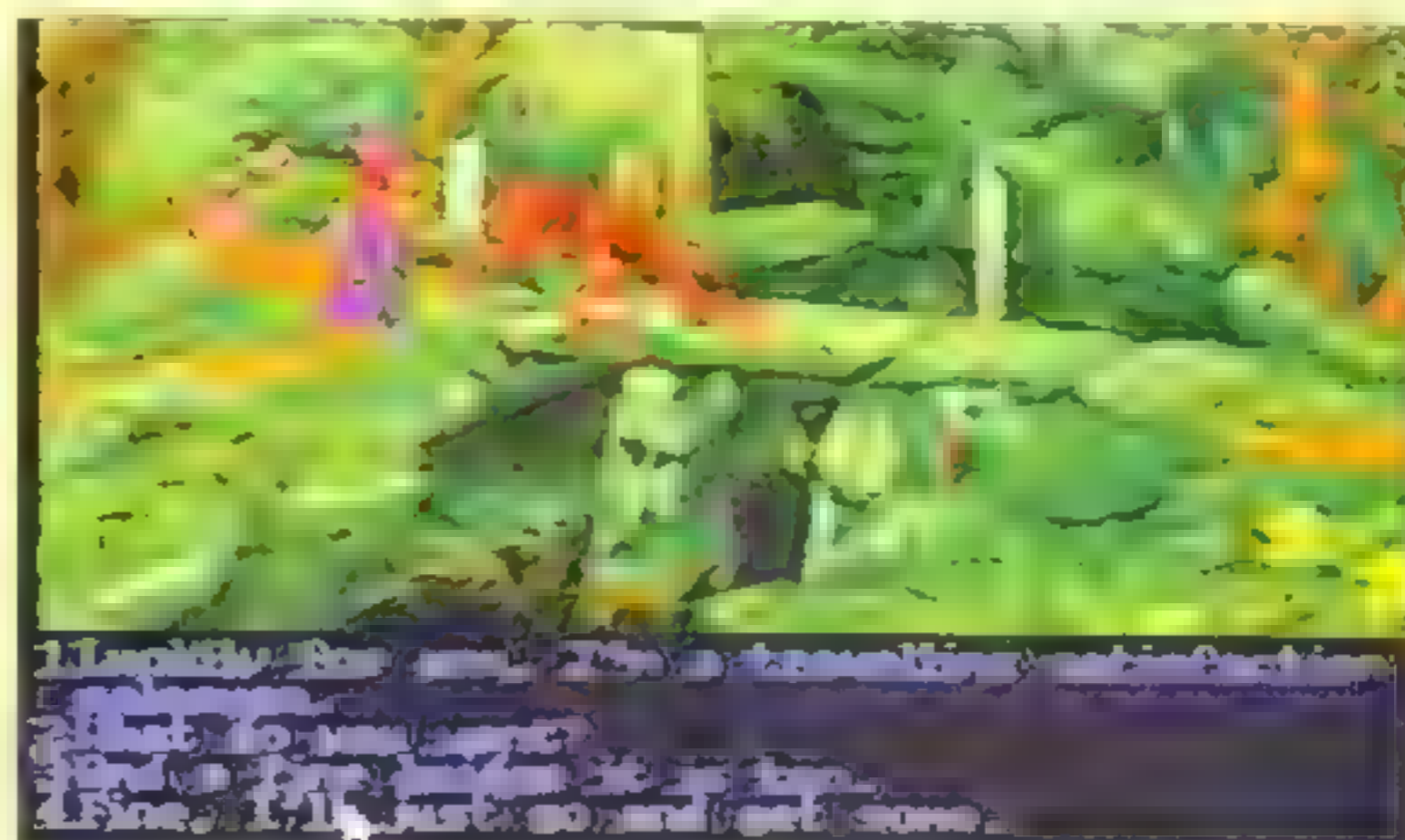
18. Outside the witch's cottage turn the well handle to raise a bucket of water, and pick it up. Back-track up the path the way you came from. At the junction turn right

19. As you walk past the tree stump, the woodworms will start talking to you. They will send you on a sub-quest to find some wood. This is one of the funniest scenes in the game. Head off to the right.



20. Continue walking right until you find your path across a bridge blocked by a Troll taking industrial action

21. Keep him talking until he notices the whistle round your neck. Offer it to him for him to blow it, and watch the look of horror on his face as the Barbarian jumps out of nowhere to kick the ungrateful Troll into the river. You can now safely cross over the bridge



22. At the Y-junction take the upper road and continue right, crossing another stone bridge

23. Talk to the idiot sitting by the tree. Use the bucket of water from the well to soak his beans. Simon will then exit right. Make him go back to pick up the beans from the puddle



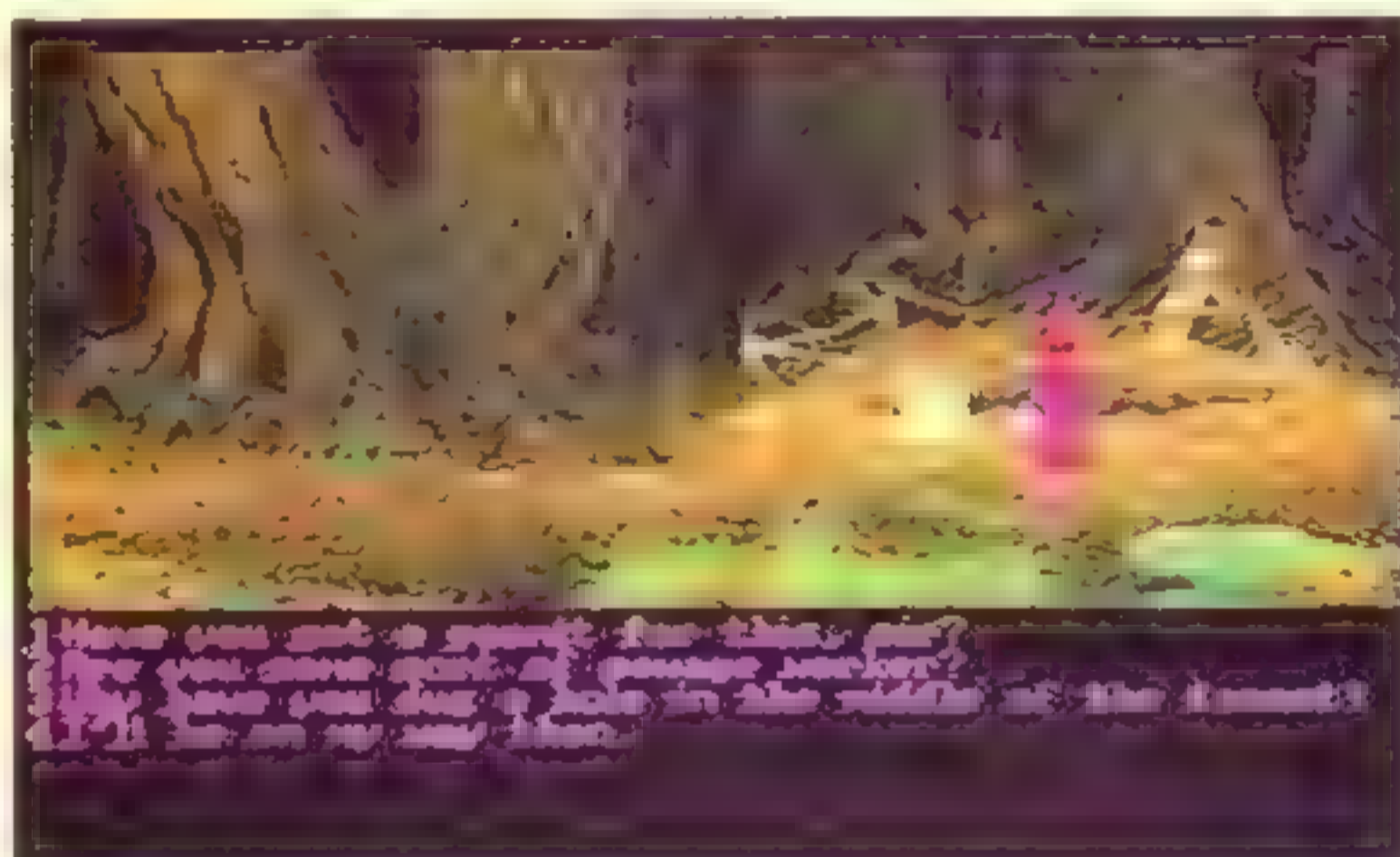
24. Use the map facility to return to where you met the owl. From there head right. You'll come to the star-shaped crossroads again. Take the path heading towards the top right

25. You'll come across an excavation site. Have a word with the ostentatious paleontologist digging in the hole. Continue heading up the road



26. You are now in the centre of the forest. Pick up the stone next to the dwarf mine and examine it, as it contains a password. Take the first set of steps leading above the mine

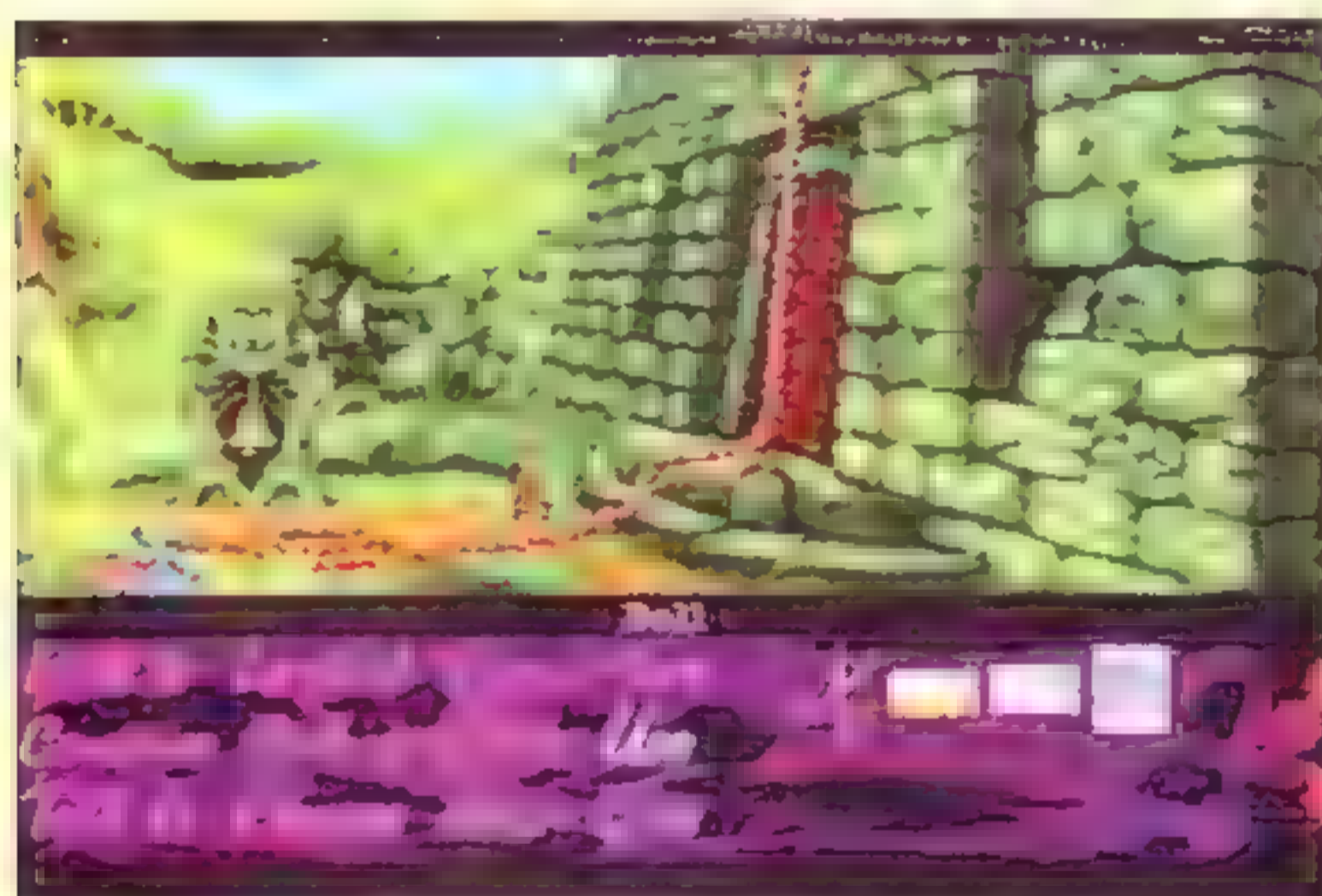
27. Pick up the piece of paper near the big doors and examine it (it's a shopping list) Go back to the entrance of the mine and follow the road to the right



28. Converse with the miserable wood-cutter until he shows you his metal detector Ask to borrow it

29. Use the map to get you over to the crossroads. Once there, take the path leading down the right-hand corner

30. Join the clapper you took from the Blacksmith's bench with the bell, and ring it The maiden will cast her pony-tail out, Rapunzel-style, so use her hair as a rope to climb up the tower.



31. After the maiden has transformed, pick up the piglet and return to the village Head up the little alleyway next to The Shoppe

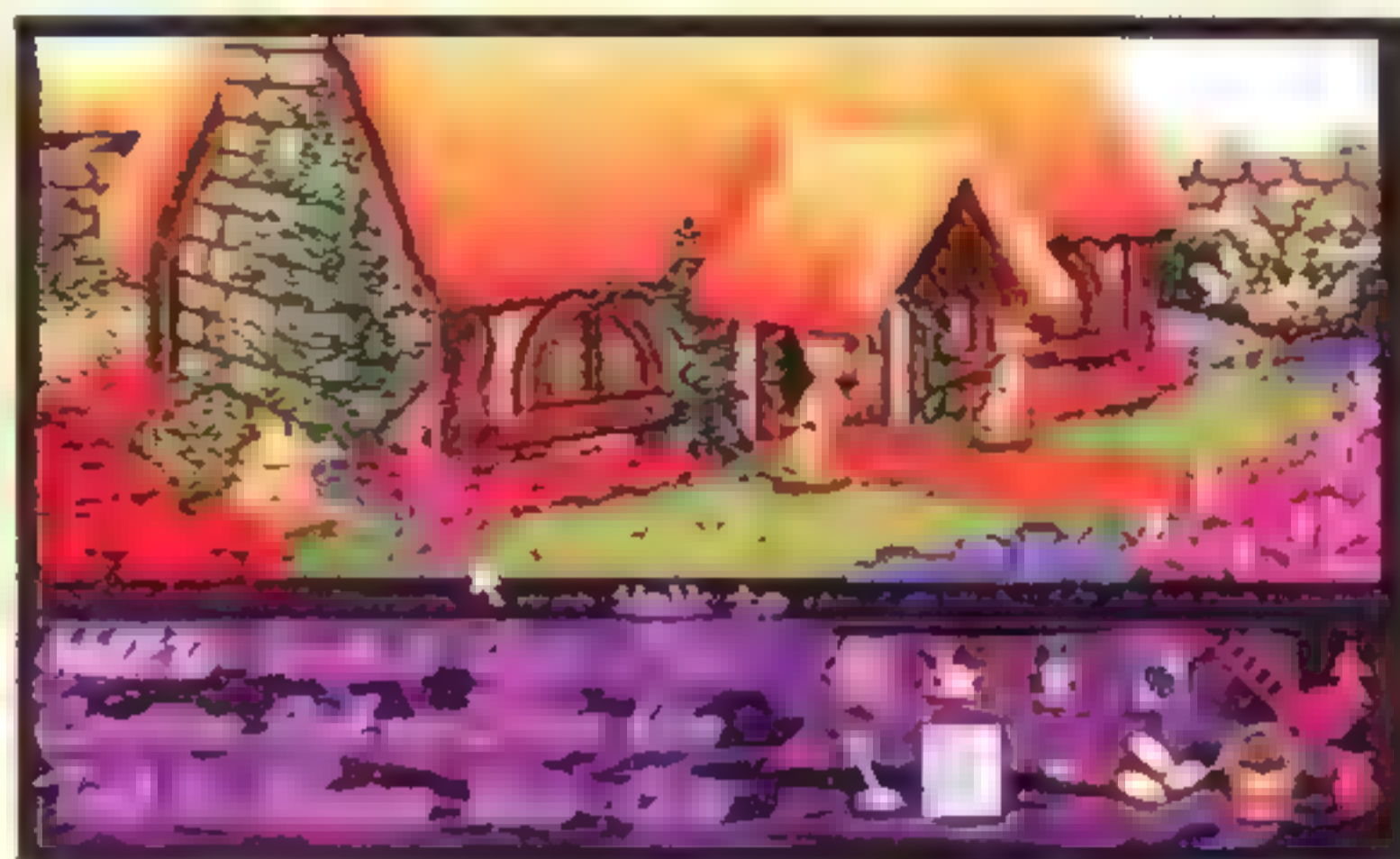
32. Don't get too involved with the dodgy geezer, as at this stage he's of little use to you. Walk past him to the other side

33. Pick up the ladder which is leaning against the wall. Walk inside the Druid's cottage

34. Inside you'll find some cold remedy and a specimen jar. Pick them up. Cross over to the left once you leave the cottage

35. Use the little pig to eat its way through the chocolate truffle door, and enter

36. Pick up the smoke box and hat and go back out



37. Walk round to the beehive and use the matches to light the smoke box. When activity within the apiary has ceased you can swipe some nice wax. Now go back to Calypso's cottage and walk round to the back yard

38. Plant the beans taken from the idle idiot who you encountered earlier in the magic compost, and pick up the water melon that grows there. Go to the pub.

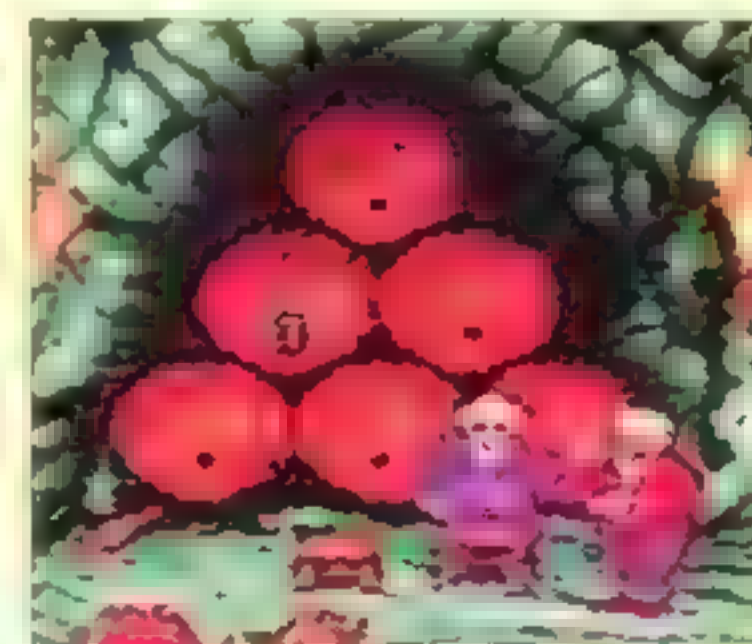


39. Ask the barman for a drink, and while he stoops down to look for it, use the wax to block the tap of the barrel behind the bar. The barman will give you a beer voucher as compensation for not having your drink in stock. Leave the pub.

40. Pick up the defective beer barrel left outside by the publican

41. Go to the dwarf mine. Put on the beard and go in, giving the password you found on the stone outside the mine

42. Make as if to walk past the sleeping guard. The accountant sitting at the table will wake him. You'll be challenged by the guard, so bribe him with the one thing that dwarves have affection for (other than Snow White!) - beer. He'll take you and the beer barrel down with him into the cellar



43. Once there, use the owl feather to tickle the snoring dwarf's smelly feet. He'll keel over, revealing a key. Pick it up and go back upstairs.

44. Go down the stairs where the guard stopped you. The accountant will scream blue murder, but there's nothing he can do to stop you, so you can afford a self-righteous smile as you walk past his bemused face.



45. Unlock the safe door with the key.

46. Offer the beer voucher to the dwarf inside. He'll reward you with a gem before unceremoniously turning you out. Don't forget to pick up the hook under the safe door.

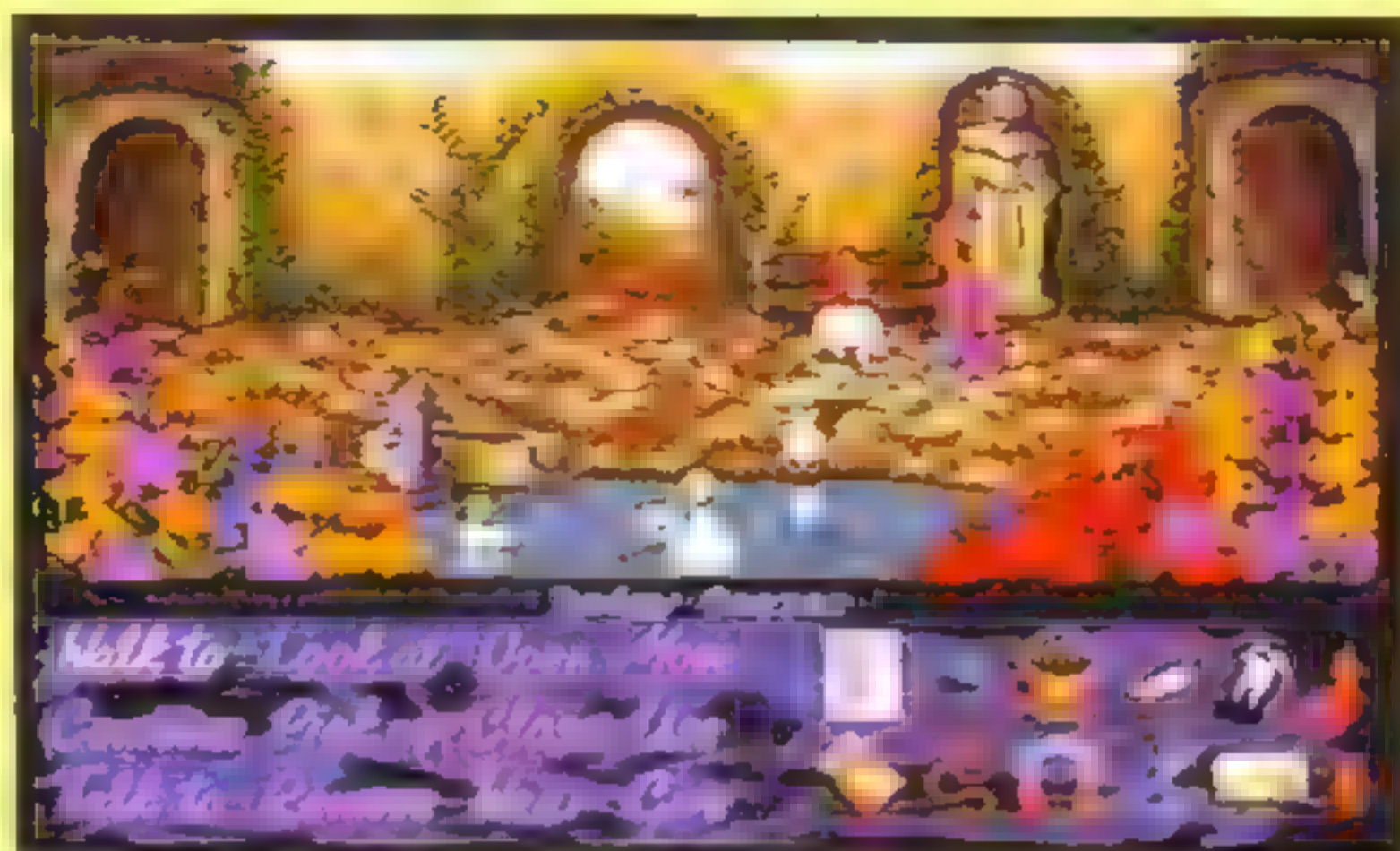
47. Use the map to get to the owl tree. Follow the path going right to the five-pointed crossroads, and head straight on, going the way that Simon is facing.

48. You'll come across a noisy busker playing his musical instrument rather badly. Launch the water melon at his organ, which will soon come into your possession.



49. Journey to the centre of the forest using your map, and go up the stairs on the right.

50. Go into the cave and follow the stone path. Cross the swamp and walk past the statues. When you reach the sleeping giant, use the sousaphone to stir him from his deep sleep. He'll unwillingly knock down a tree, providing you with an improvised bridge. Get across and enter the dragon's cave for an amusing encounter. Return to the village.



51. Walk up the little alley next to 'The Shoppe' and sell your gem to the dodgy geezer for twenty gold pieces. Backtrack to the shop when the transaction has been completed.

52. Hand over the shopping list to the shop keeper. Whilst there, you may as well buy some white spirit and a hammer, with which you will receive a complimentary free nail (no expense spared, eh?). Venture back to the swamp. Walk up to the house and knock on the door.

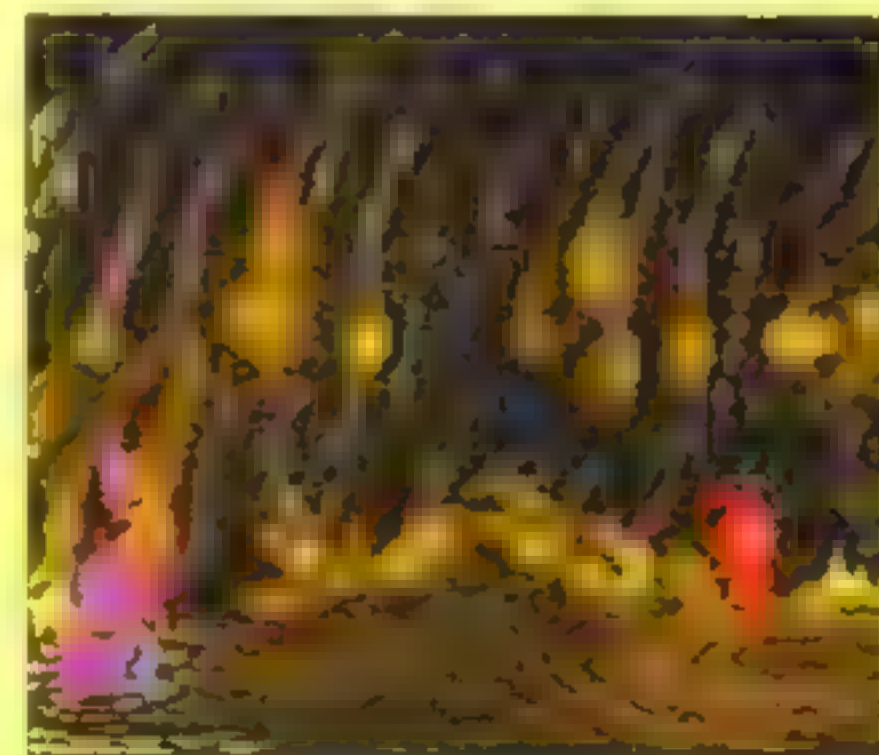
53. Unfortunately, you now have to consume the stew - indeed, you'll have to eat a second bowl of the vile stuff. When the demented swampling serves you with a third bowl, however, empty its maggot-infested contents into the specimen jar. The swampling will obsessively try to serve you more of its evil concoction, but will mercifully find an empty cauldron. It will then head off out of the house with its little net to fish some gunge out of the local sewer, no doubt. Take this opportunity to reward the swampling's hospitality by snooping around its home. Move the wooden chest. Open the trapdoor beneath and climb down the ladder.



54. Hammer the nail on the loose plank, and walk across to Skull Island. Pick up the frogsbane and use the map to get to the dragon's cave.

55. Use the cold remedy on the dragon to help him rest. Cast the hook at the boulder on top of the cave's entrance and climb up. Tie the magnet to the rope, and lower it down the hole to gain some more gold coins. Climb down.

56. Walk to the right behind the cave, and continue until you come across some climbing pins with a gap. Forget about them - just jump across the icy ledge beneath. You'll eventually come across an old tree. Talk to it, then use the white spirit to get rid of the pink splodge on its bark. If you speak with the tree again you'll get some magic words from it. Backtrack through the snow to the gargantuan face etched into the rock. Pick up the smaller rock scattered nearby. Go back inside the dragon's cave and pick up the fire extinguisher. Go to the place where the giant is sleeping, and head to the left.





57. When you reach the statue of the wizard, get out the metal detector and find the mirith.

58. Go to the Blacksmith and place a rock upon his anvil. He'll break it up, revealing a fossil within.

59. Use the map to get to the centre of the forest, and take the left footpath to the excavations. Throw the fossil down to the digger. When he asks you where you found it, tell him 'Craggy Peaks', and he'll accommodate you by providing cheap labour.

60. Get yourself to Craggy Peaks, where you left the metal detector. Dr. Jones has wasted no time on his new excavations. If you examine the dirt you'll find the mirith ore. Next, it's time to visit the wood-cutter again.

61. Tell him the good news. He, in turn, will send you to the Blacksmith.

62. As you did with the rock earlier on, place the mirith on the anvil and the Blacksmith will shape it into an axe-head. Take the finished product to the wood-cutter.



63. The wood-cutter will take the axe and leave without shutting the door to his house, so why not reward his faith in humanity by breaking in?

64. Inside his cottage you'll find a climbing pin on the table. Feel free to take it. Next, put out the fire with the extinguisher. Move the hook in the fireplace to go down into the basement.

65. Help yourself to some mahogany and take it to the starving woodworms. They'll jump into your hat. Use your map to get to the crossroads. Take the path at the bottom right corner.

66. Climb up the tower where you rescued the maiden and the pig earlier on. Unleash the woodworms onto the floorboards to get you onto ground level.

67. Pick up the wedge securing the entrance door and then use the ladder to climb down into the basement.

68. Open up the sarcophagus. You have to be quick with the next operation otherwise Simon will get cold feet and run off, leaving you to try again. Search out the loose bandage with the mouse pointer, and use the 'pick up' command with it in order to take care of the mummy. Pick up the crystal staff and take it to the four wizards with whom you spoke in the pub.



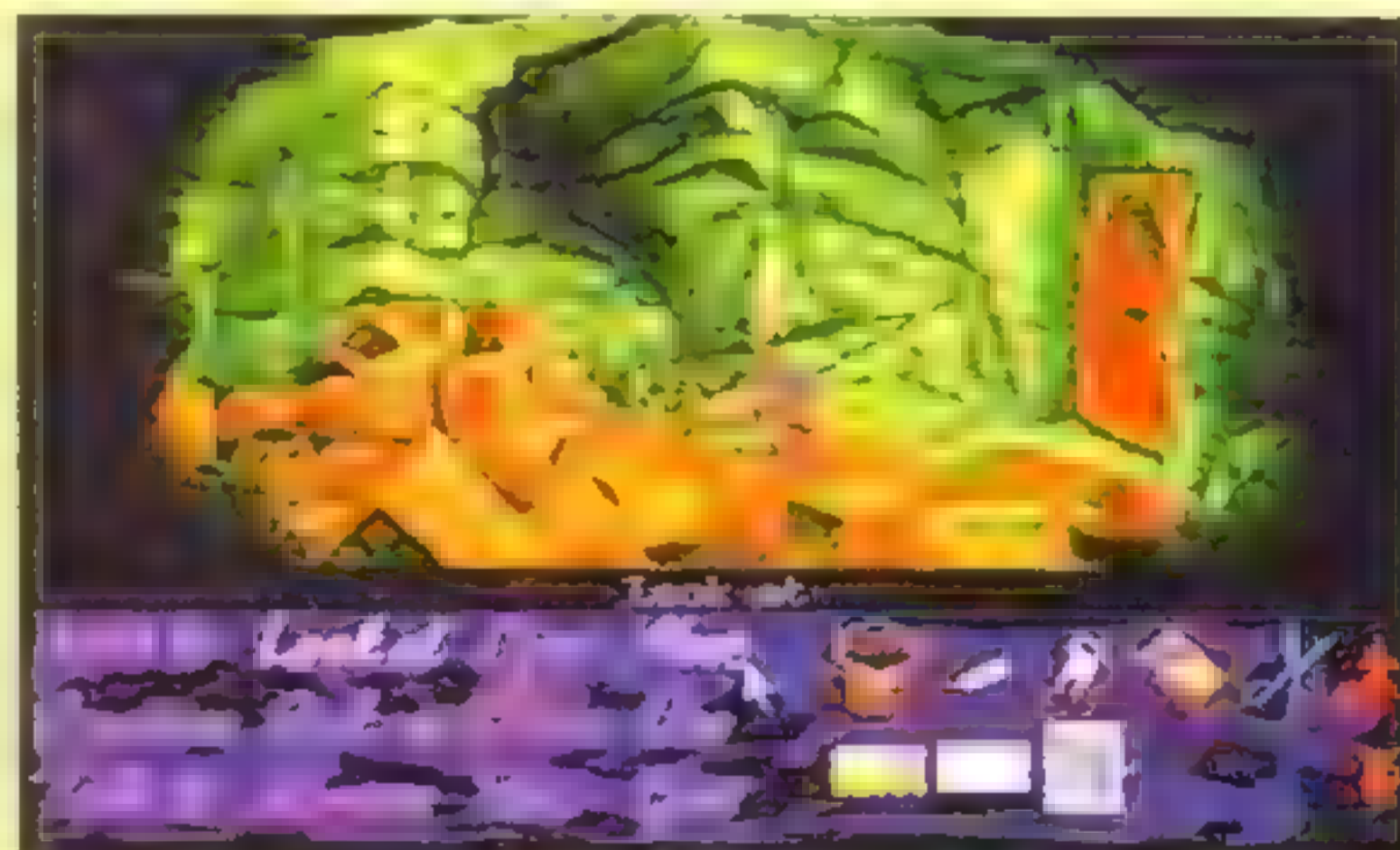
69. The wizards will greedily ask you also to pay a registration fee of thirty gold pieces. If you haven't got enough money, then venture back to the top of the dragon's cave to fish out some more using the magnet. You should end up with forty-one gold pieces altogether. Give the wizards their money, and they'll give you a wizard's starter pack. Take special note of the allegory with modern-day banking institutions.

70. Use the map to get to the crossroads, and take the little alley heading up to the right. When you reach the waterfall, search around the bottom left-hand corner where you'll find a vine. Use it to climb down.

71. At the bottom you'll find a Gollum impersonator angling. Swap the swamp stew for the fishing rod to find the ring. Go to the village.

72. The shop-keeper has finished the order, so climb into the cardboard box outside the shop.

73. When you arrive at your destination, open up the box and climb out. If you search around the empty boxes you'll find your spell book. Inside the book you'll discover a loose piece of paper. Search with the mouse pointer between the boxes and the door to find a rat bone. Slide the piece of paper underneath the door, then use the rat bone to push the key off the lock on the other side so that it will fall on the paper. Pull back the piece of paper with the key on it to unlock the door. Open it and get out of the stockroom.



74. Pick up the metal bucket with the hole in it outside the celis, and descend down the stairs

75. Pick up the mints near the dungeon window. Chat with the Druid who's tied up on the rack. After a while he will ignore you and refuse to talk any further. Take off the ring of invisibility and resume the conversation. He will put you through a test to make sure that you're not evil. Pick up the flaming brand next to the sharp objects. Place the metal bucket on the Druid's head. Use the flaming brand on the bucket to turn the Druid into a frog. Open up the iron maiden, and hide in there for a few days until the frog returns with a hacksaw. Use it to cut through the bars so you can escape. Go to the Druid's cottage (where you picked up the cold remedy)



76. The Druid will give you a magic potion in exchange for the frogsbane found on Skull Island. Go to the witch's cottage

77. Pick up the broom to conjure up the witch. Take up the old hag's challenge to a duel. Use the words given to you by the talking tree. If you lose (the battle is a form of scissors, paper, stone, using spells and counter-spells) just keep going back until you win. Take the broomstick as your reward. The witch will metamorphose into a slovenly dragon. All you have to do is say 'Abracadabra' to turn yourself into a tiny mouse. Make your escape through the mouse-hole along the edge of the top wall

78. Climb up the snowy mountains until you reach the ferocious snowman. Use the extra-strong mints to melt him to oblivion. Continue your upward climb

79. When you reach the castle, use the broomstick to get to the door. Drink up the Druid's potion and you'll shrink small enough to creep in through the bottom

80. Pick up the leaf in the garden. Walk inside the rusty old bucket. If you look around you'll find a match, and outside, near the bucket, you'll also find a stone. Carry on walking left



81. Use the dog hair to lasso onto the tap, then pick up the leaf floating on the pond and bring it ashore. Use the matchstick as a mast and the other leaf as a sail to make an improvised boat. Pick up some seeds from the red pots next to the tap and bring them back. Use the stone to pulp the seeds into an oil which you can use to lubricate the jammed tap. Pull the hair to open the pub, and get on the boat to cross the now-irrigated puddle.

82. You'll be confronted by a large frog on your arrival. Look in the water, however, and you'll find a little tadpole. Pick it up and use it as a hostage to negotiate peace terms with the amphibian menace. When the frog flees you'll find some yellow mushrooms. Eat one to return to your normal size

83. Pick a branch off the tree and open the door. The wooden chest inside will spring to life and chase you out. Go back and use the branch to jam its lethal jaws. Pick up the spear from the rack and the shield from by the stairs. Go on up



84. Pick up the magic wand on the dresser, the green sack next to the bed, the blue money-pouch on the bed and the book on the pink pillow at the right. Read the book. Speak to the mirror, then go upstairs to the second floor

85. Pick up the chemicals on the bench in the middle of the lab, then walk round to the bookcase and pick up Sordid's spell book. Use the chemicals to renew the shine on the shield, and hang the shield on the hook protruding from the front of the bench. See what bits of information you can extract from the lower-class demons, and go down the stairs

86. Talk the mirror into spying on the demons upstairs for you so that you can find out their real names. Go downstairs all the way to the dungeon in the basement

87. Using the spear, knock off the skull hanging ceiling and pick it up from the floor. Walk over to the other side of the dungeon and pick up the chest. Return and pull the lever on the crushing machine next to the footbridge. Place the chest on the block and push the lever. Pull the lever to raise the block up again. You'll find the candles you need for your demonic incantation amongst the ruins. Go upstairs to the bedroom with the mirror

88. Look down at the side of the staircase to find a small mouse-hole. Put the cheesy green sock inside the blue pouch, and use it to coax the mouse out of its dwelling, and consequently entrapping it. Go upstairs for a chat with the demons

89. If you help the demons return to their dimension, they will assist you with the teleporter. They will give you the chalk with which to draw the square on the floor. When you've exorcised them, walk over to the teleporter and use it to get to the 'Fiery Pits of Rondor'

90. When you materialize, search around with the mouse pointer until you find a pebble nearby. Pick it up. To your left is a small sapling. Pick it up. Talk to the attendant and he'll give you some brochures. Look at the brochures to find an elastic band. Use the band together with the sapling to create a catapult. Fire the pebble at the red bell to get rid of the pesky attendant. Pick up the souvenir matches at the corner of the stall and head for the pits

91. Cross the bridge, picking up the bucket of floor wax, and head for the fiery pits

92. Use the magic wand on Sordid to let him taste some of his own medicine. Light up the fiery pits with the matches. Cast the wand into the flames to return the statues to life. Sordid will attack you, but you'll survive, so go back and use the floor wax on him. If you don't succeed, try again until he falls over, then kick him into the pit. ■



# Shadow Fighter

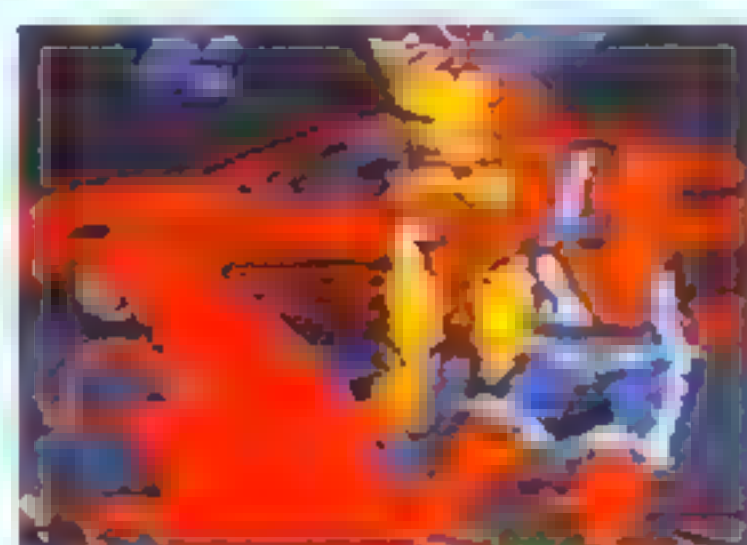
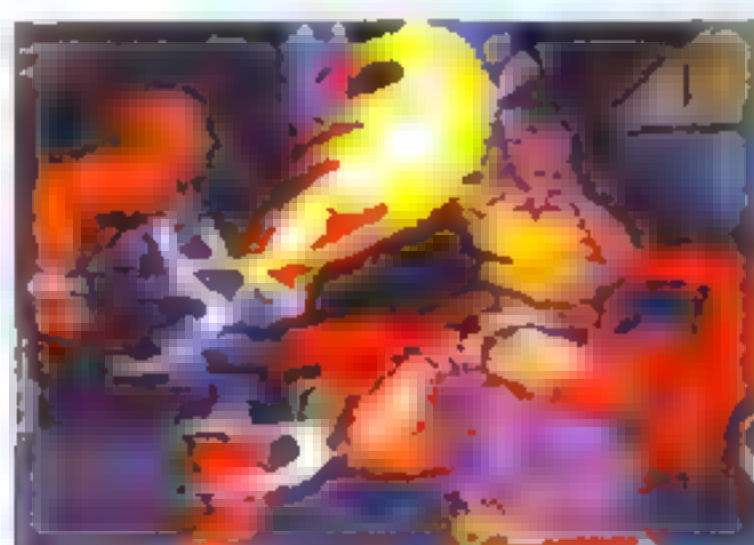
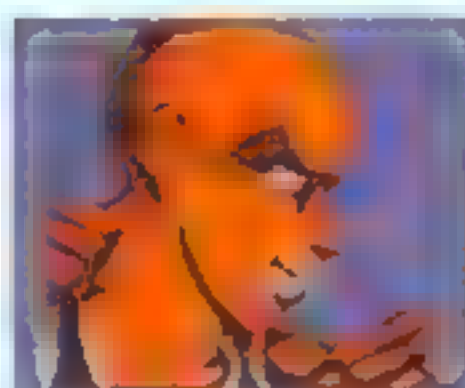
The hardest hitting fight game in the history of the Amiga is jam packed with fearsome characters and fiendish special moves. CD32 Gamer presents our very own guide to those all important special attacks, including the hidden ones, for eight of the *Shadow Fighters*. We'll have the rest for you next month so look out!

## Part I

### SLAMDUNK

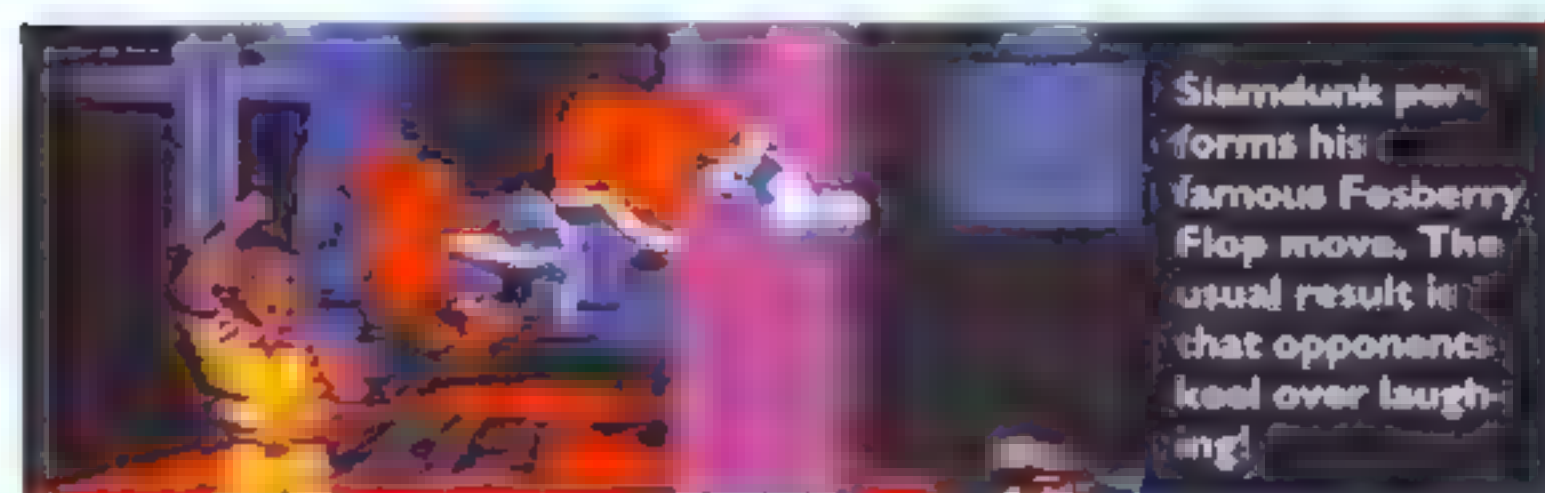
A

t over six foot ten, this Danish giant is one of the biggest, meanest characters gracing the Shadow Fighter circuit. Utilising his height, he combines his mastery of Basketball with a vast knowledge of all the martial arts, the result of which is one lethal mother of an opponent.



#### Special Moves

Jumping B-ball: Down, Down/Forward, Forward + Fire  
Spinning Fire Kick: Down, Up + Fire  
Speed Attack: Back, Forward + Fire  
Spinning Fire B-Ball: Down, Down/Back, Back + Fire  
Head Spring Kick: Back, Down/Forward, Down + Fire

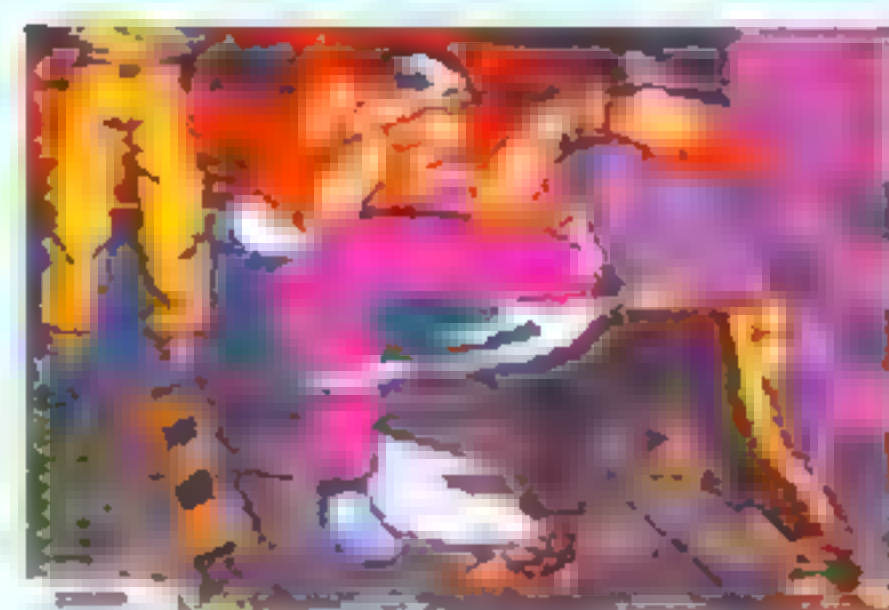


Slamdunk performs his famous Fesberry Flop move. The usual result is that opponents keel over laughing!

PUBLISHER: Gremlin PRICE: £29.99  
DEVELOPER: In-house OUT: Now

### SORIA

Hailing from the streets of Belgium, Soria (or the muscles from Brussels), is the world kick-boxing champ. This ain't enough to satisfy his huge ego though and he desperately wants to be hailed as the greatest fighter on Earth. This ambition has led him to the Shadow Fighter tournament, where he plans to earn eternal fame and fortune (not to mention a few movie contracts!)



#### Special Moves

Spinning Roundhouse Attack: Down, Down/Back, Back + Fire  
Flying Kick: Back, Forward + Fire  
Double Drop Heel: Jump, Down/Back + Fire

.....

Don't ya just hate it when that happens? Just when you're in the middle of a well hard move you put your knee in a puddle!



## ELECTRA

Don't be fooled! She might be a lass, but she's as tough as they come, if not tougher! Her huge array of special moves (more than any other fighter) make her one of the most lethal fighters around. Life on the Paris streets has also taught her how to fight her way out of the tightest corners and even when she looks down and out she can pull out some extraordinary combos.

### Special Moves

Electric Body: Rapid Fire

Power Launch: Down, Down/Forward, Forward plus Fire

Earth Power Energy: Down/Forward, Down, Down/Back, Back + Fire

Electric Boomerang

Down, Down/Back,

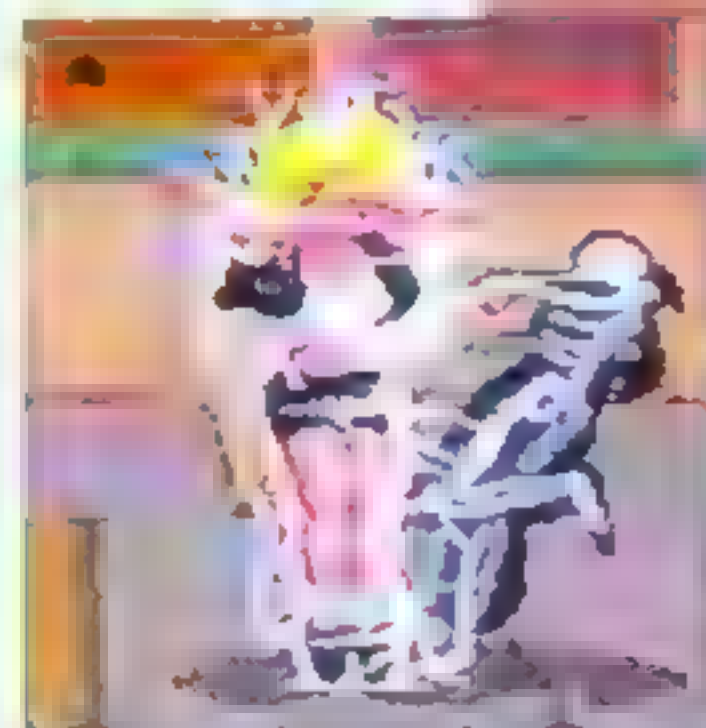
Back + Fire

Double Kick: Down,

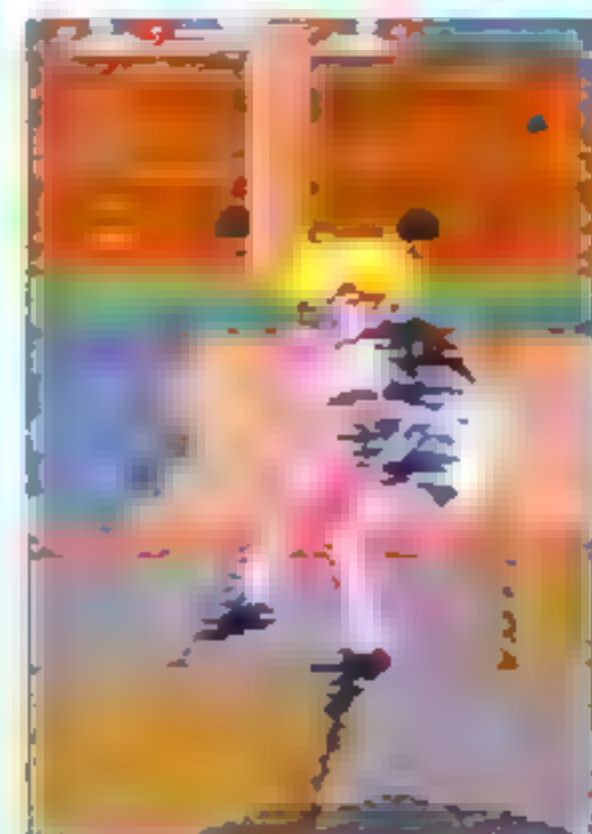
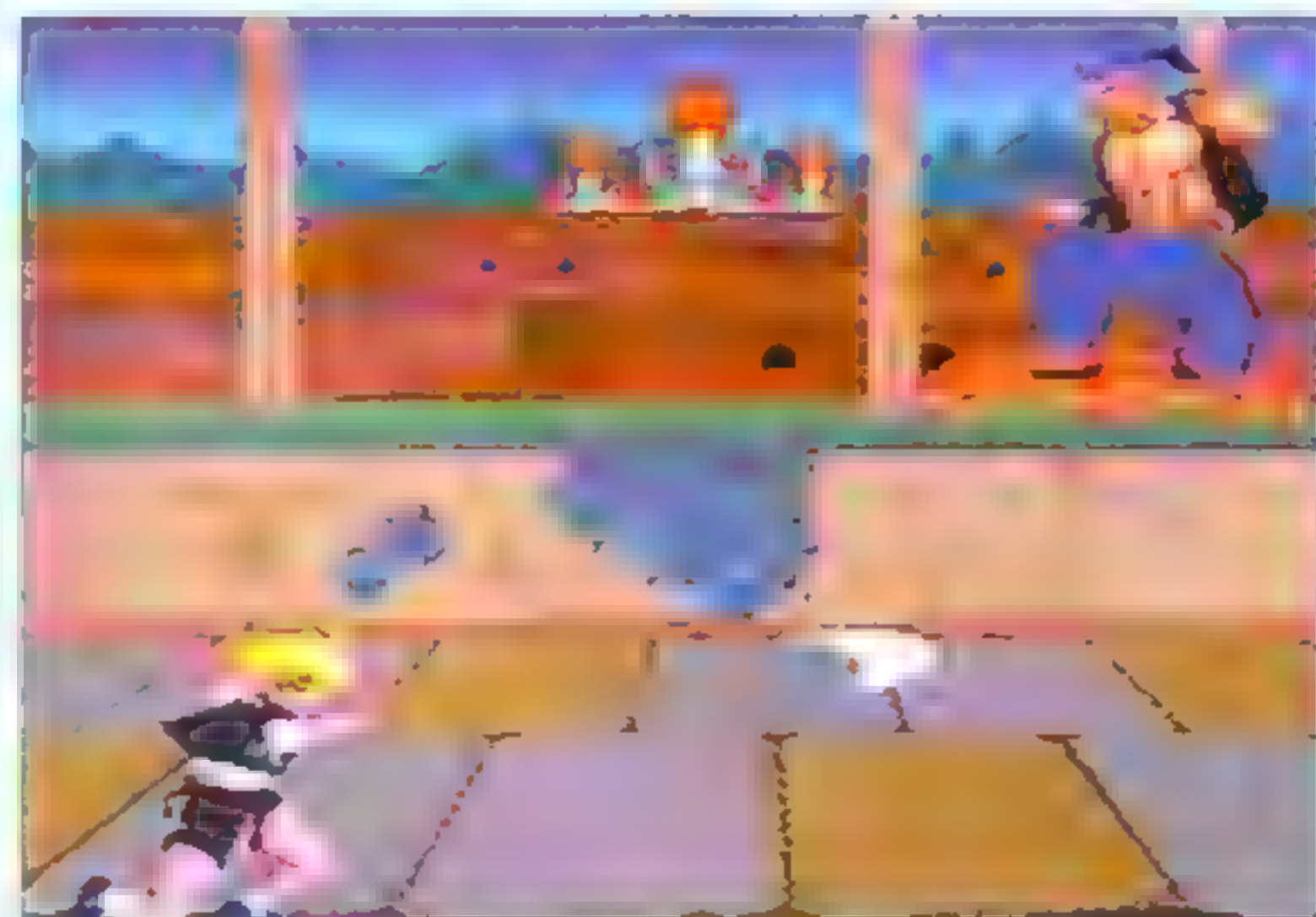
Up + Fire

Spinning Jump: Back,

Forward + Fire



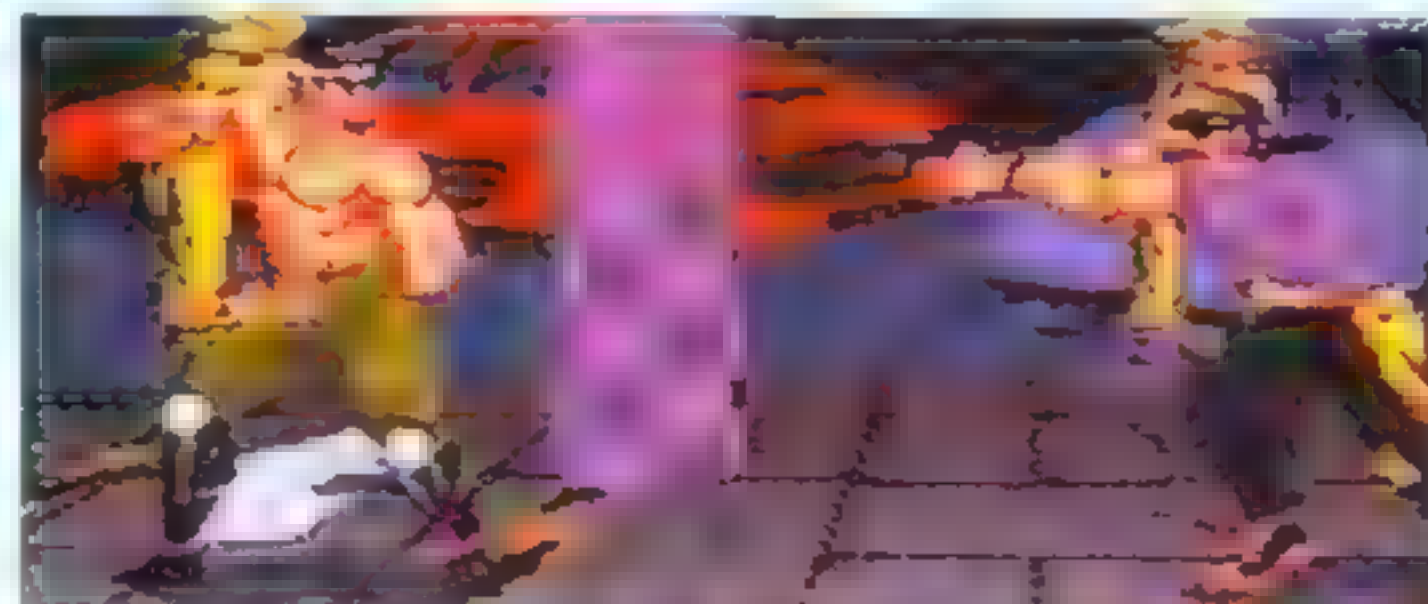
This is the move from which Electra takes her name. To quote from a classic James Bond dead-pan, shocking!



## YURGEN

Unlike the majority of fighters at the tournament, fame and fortune are not listed as one of Yurgens driving forces. As a cop he's here solely on business. A murder suspect is roaming large amongst the fighters and it's up to him to find out who and bring them to justice.

For a cop, Yurgen seems to play extremely dirty. Not only does he carry a truncheon into battle, he can whip out his gun and shoot his opponents. This makes him a dangerous foe and one not to be taken lightly.



### Special Moves

Gun Fire: Down, Down/Back, back + Fire

Power Fist: Down,

Down/Forward,

Forward + Fire

Earthquake Fist:

Forward,

Down/Forward, Down

+ Fire



## CODY

As a baby, Cody was taught by his father to live, breath and crap Kuto. Since then he has gone on to surpass him as the Grand Master and has taken the martial arts to new heights. By perfecting many special moves that were once believed impossible, Cody, is one of the most complete fighters to grace the tournament.

### Special Moves

Kuto Kick: Forward, Down/Forward, Down + Fire

Fast Punch: Rapid Fire

Flying Powerball: Back, Forward + Fire

Kuto fireball: Down, Down/Back, Back + Fire



## SALVADOR

Learning and plying his trade on the dark back streets of Madrid, Salvador quickly established himself as the worlds greatest bare knuckle fighter. His formidable strength together with an understanding of the animal psyche (which allows him to harness the power of his lookalike, the Panther) give him an unrivalled combination of power, agility and speed.



### Special Moves

Spinning Powerball: Down, Down/Forward, Forward + Fire  
Turning Flip: Down, Up + Fire  
Flash Panther: Back, Forward + Fire



## FAKIR

By exploring his inner mind, Fakir has formed a truly awesome partnership between body and soul. As a result Fakir is probably the most focused and determined fighter. This makes him one of the toughest fighters out there. His inner exploration has also unlocked the secrets to ancient magical skills that allows him to perform some devastating special moves



### Special Moves

Genie Hurricane: Down, Down Back, Back + Fire  
Mystery fire: Down, Down/Forward, Forward + Fire  
Teleport: Down/Forward, Down, Down/Back, Back + Fire  
Magic Carpet: Forward, Down/Forward, Down + Fire

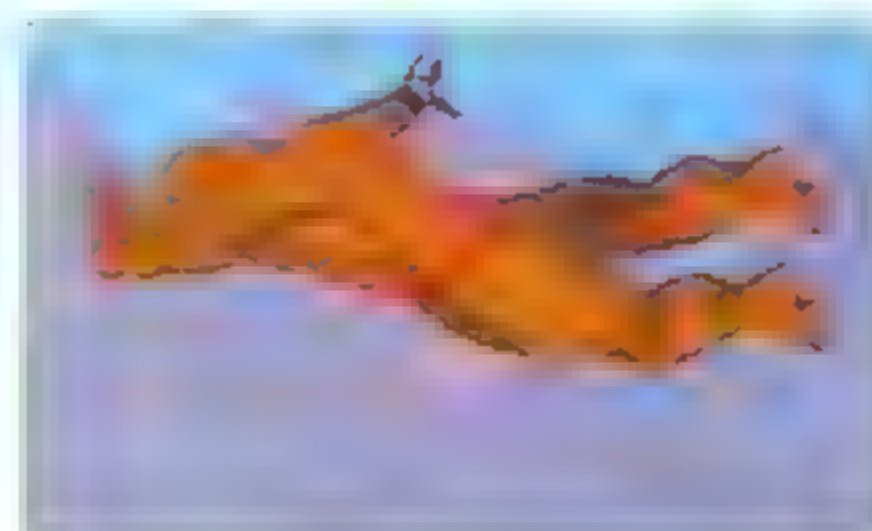


## KURY

Kury is something of an enigma, preferring to keep his chequered history and private life to himself. This has caused some heated words amongst the fighters, but the sheer size of him and the destructive power built into those arms and legs are deterrent enough for any would-be pryers.

### Special Moves

Power Smash Fist: Down, Down/Back, Back + Fire  
Body Drop: Down, Down/Forward, Forward + Fire  
Rock Roll: Back, Forward + Fire  
Spinning Fire Hand: Down/Forward, Down, Down/Back, Back + Fire



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**NEW!** The Console Cuckoo (If it eats Carts it lives here!) ...0891 445 991  
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# mail section



Hello again. At last it's happened — the Commodore thing is finally sorted and we mortals can finally relax in the knowledge that the future of the Amiga is assured, at least for the foreseeable future. I'm sure Escom's takeover and subsequent developments will form the basis of most letters over the coming couple of months. It's impossible to say at the moment what exactly the connotations will be. Hopefully all those games which never emerged and which you constantly ask about in your correspondence will finally see the light of day. Whenever I've tried to get some hard info in the past the software types have just said '... waiting for the outcome of the Commodore buy-out blah etc'. You have no more excuse, boys!

**T**hanks for a great magazine. Notice how I didn't say 'brilliant' magazine. This is because I think it could be better, so here are some constructive criticisms that I hope you will consider.

Firstly, why did you axe the top ten CD32 titles list? I found the top ten list very useful, as it helped me choose which game I should purchase, and it also made me laugh seeing *Nigel Mansell's GP* in it every month!

Secondly, I find your screen shots very bland and lacking in variety, for instance in Issue 9 the *Skeleton Krew* review had the same picture shown four or five times just in different sizes. I think maybe this could be because you're crap at these games, but I'm sure if you asked the people who make these games for a cheat, then they would give you one so that you could show later levels of the game.

Thirdly, I liked it when you gave a front and back cover with the cover disc, because every cover disc I get I put into a plastic case using both front and back covers. Any chance of doing that again?

Alright, that's enough criticism, so here are some ideas you could use. Buy the rights for old games like *Fate of Atlantis*, and then put them on special issues of CD32 Gamer. Have a new feature where you re-review slightly older games. If you did this, it could also keep the A-Z up to date, because it still says that *Nick Faldo* is the best golfing game bar none, but since then you've reviewed *PGA Euro Tour* and awarded it a higher mark. This could also help you fix up the *Rise of the Robots* incident of giving it ninety percent!

Tim Hodson, Norlane, Australia

PS. Could you tell me what happened to the following: *Megarace*, *Psycho Pinball*, *Baldy*, *Putty Squad* and *Ruff & Tumble*?

PPS. Have you heard anything about the new FMV game that Commodore are making?

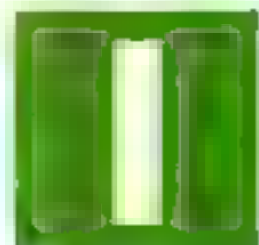
We didn't axe the top ten. That's to say it wasn't a decision we physically made. In fact we do still include charts from time to time to time. The problem is that of late game sales have become somewhat sporadic. Also, with a great deal of sales going through mail order, if we were to print charts every issue they'd be somewhat misleading to say the least. This is in no small part due to the Commodore saga (yawn). Now that's resolved (hurray) for the better (double hurray) things ought to settle down and hopefully we can get back into some sort of routine rather than having to live month to month.

Right then. Erm, okay, I can't deny that there were three shots of the first guardian in the *Skeleton Krew* review. Our mistake. Well, actually the screen-shot man responsible is no longer with the company, so make up your own mind on that one!

Putting old games on the cover disc is only viable if the game is on the CD32 already, i.e. converting games from the Amiga is definitely out of the question. Still, we're talking to several companies about putting certain things on the cover disc - and we'll let you know what happens!

Re-reviewing certain old games and re-releases is a possibility - I want to set the record straight on *Rise of the Robots* definitely.

After being led to believe that *Megarace* was finally on the way, we're told it's once more been put on indefinite hold. *Psycho Pinball* and *Ruff and Tumble* I've got nothing on at present, *Baldy* should be with us next month and *Putty Squad* is definitely coming but no release date is available at the moment. And in reference to your final point, I'm afraid the answer is no!



I am a proud CD32 owner, and a happy subscriber of your shining magazine too! I'd like to ask a few questions, which may sound more like criticisms.

1 Please can you update your A-Z guide, which is very useful for novice readers, because there are still a number of mistakes. Could you also consider the opportunity of an update score? A new CD32 owner would think that *Rise of the Robots* is a good release if he takes a look at the A-Z guide! Nobody is perfect, but everybody has at least got one chance to get it right!

2 Your cover CD is a welcome gift, especially because it is so difficult to find news for CD32, and the best of them come from playable demos. Please try to improve the Public Domain section; last issue's PD and Shareware were very poor. Perhaps Multi Media Machine demos are out of date? There is a huge quantity of superb AGA demos and public domain games all around that will double the value of your cover CD.

3 Thanks for the fabulous previews and tips section (what about prizes for the best tips sent in by readers?). The mail section is also very interesting, though it's quite clear that British tastes are very different from Italian's. Just one remark about your reviews — your scores are often a bit overrated!

4 Playability is surely the most important feature in a game, but remember that good programming style is important too! I mean, it is not just a matter of graphic or sonic excellence, but also of bug-free programming, quick loading, simple control method. As an example, take a *Sensible* game; I bought *Cannon Fodder* and *International Sensible Soccer*. The first one has gorgeous playability, excellent music and SFX, standard ECS graphics and poor programming style! It is full of bugs, which considerably cut down its value. *Soccer* suffers the same problems (and voice tracks are still unusable, though this problem should have been corrected!). 'CD32 enhanced' in your profile boxes should keep count of these faults, cutting down the overall score more than at present.

5 As an old Amiga owner, let me say that the best things have still to come! My subscription reference number is '0', so does it mean that I am the first Italian subscriber? How many of us are there down here? Why is my Amiga 3000 so sad this month? And my Commodore 64? And, what is the meaning of life?

6 Please ask programmers to use a built-in language facility (I bet that nobody else asked you this before). English is so difficult to learn! If they won't listen to your pleas, please at least ask your readers to write me some amazing letters about video games to help me improve my English.

Here's my name and address :  
**Robert Comuniello**, Via Ampere no. 46,  
20131 Milano or Corso Milano no. 187,  
37138 Verona, Italy.

You're not the first person to mention the A to Z this month. Admittedly I don't agree with the 90% given to *Rise of the Robots*, but it wasn't me who reviewed the thing. Stuart liked it and thought it worth the mark. Everyone has their own opinion, and if I were to go through the entire A to Z remarking everything as I saw fit, not only would I not have time to do the rest of the mag, but it would also completely negate the point of the A to Z itself. It's supposed to be a guide to ACG reviews, not one person's opinions on everything!

We here don't put together the cover CD PD stuff, that's left to our duplication people. The problem they encounter is that most Amiga PD is written with either a mouse or a keyboard or both in mind. Acres of programs have to be tested to find the few which'll actually work. Obviously some are better than others, but generally I think it all levels out to a pretty high standard.

As for the number of Italian readers, erm, I really haven't got a clue I'm afraid. I don't know why your Amiga 3000's so down in the mouth, but I'm sure I don't have to explain to you what makes a C64 sad!

The meaning of life — football!

I don't know about getting programmers to translate their game text into Italian. Most of the programmers I've met have enough trouble stringing together a coherent sentence in English themselves! I've included your full address so anyone who feels moved to write to you can do so. Hey — never let it be said we at CD32 Gamer don't do our bit for European relations. Up the Euro Community say we!



I would first like to congratulate you on an excellent mag; I read it every month and think the free CD is great.

Right, after all the creeping, let's get down to business. The reason I am writing

this letter is to give some help with the Amiga CD32 world. I have a CD32 with a SX-1 interface with 1 Meg expansion, and a 250 Meg hard drive. I also purchased a FMV unit when they first came out. My first problem was that my original power supply was too small to run everything, so I left the FMV out. I soon found out about the Goliath Power Supply, which I purchased, and at this point my next problem arose. The hard drive and the FMV would not work together and crashed the system. After a few phone calls to Amiga I was told that my video chip in the FMV was too old, and that I should update to the new version, which Silica produce for £19.95.

After receiving the new FMV, I tried it again, this time the films worked but the hard drive still locked up, so I began experimenting with the internal switches in the SX-1, and found out after an hour that all you need to do is bridge number four (ten second delay at start-up) and everything works great. One slight problem is that if you reset the computer with the reset button, it will lock up the hard drive, so you have to turn the computer off at the power supply (switch on the Goliath).

I hope that this information will help some people, because Commodore and Amiga had no idea. If I find any more info like this I will pass it on.

**Shaun Cartledge, Chesterfield**  
P.S. When will *First Encounters* be coming out on the CD32?

Despite our extensive feature last month on hardware trouble-shooting I dare say there are still problems out there which are bugging people. How about a kind of clinic where people can write in with their problems for other readers to sort out. I'm going to come clean and tell I'm pretty clueless when it comes to the technical side of things. In fact I've been known to break out in a sweat when asked to rewire the office CD32's plug! If you do however have a prob, write in and we'll print your letter. Not only does this give the boffins out there a chance to show off how clever they are, but it also makes my job a lot easier. This is what is known in the trade as the classic 'passing the buck' manoeuvre.



I have two Amiga systems which are as follows :  
Amiga 4000/040, 10 Meg Ram  
240 meg hard drive, Microvitec M/Sync monitor.

Amiga CD32 with SX-1 module, key-



board and floppy drive, 2 meg chip Ram only, Sony Trinitron 14" TV.

1 I want to connect to two systems so as to use the CD32 as an external CD-Rom drive for the A4000

2 I want to join the two computers together to play serial linked games such as *Knights of the Sky* and *Stunt Car Racer*

As you know, the serial port on the SX-1 module is a 9 pin IBM compatible RS232 serial port, and the A4000 a standard DB25 male port. Do you know anyone who could supply a properly equipped and wired cable at least 3 metres long, and would such a cable do both features stated in 1 and 2? Also, what software would be needed to attain number 1?

Philip Ebbans, Walsall

And perfectly on cue comes our first candidate for that 'clinic' mentioned in the previous reply. If anyone can help with Phil's ailment, drop us a line. We'll be glad to print 'em! If there's a good enough response we might even set up a separate section of the mag entirely devoted to technical queries and help, so get working.

**I** have reached the reason why I think the CD32 didn't sell so well. It was the box design! Yes, that's right - the box design. Think about it ..... if you wanted to buy your kids (if you have any) a good game machine, and you see the CD32 in a shop window, you may think 'Yes, the box looks okay, with rabbits and space-ships and so on, but I don't think the machine would last two minutes with them', so you don't buy it.

Then you've got the older generation looking for a good state-of-the-art CD machine, and what do they think when they see the box? 'Looks too much like a kids thing with the bunny rabbits and stuff like that', so they don't buy it either, so the CD32 can't win.

I am 22 years old and only purchased my CD32 because of comments made in other Amiga mags; I didn't care what the box looked like.

I hope you think about the points I've made in this letter, and maybe you might even agree with me! Let's hope that Escom re-release the CD32, and if so, I think that a new box design will help it to sell a lot better than previously.

Long live the Amiga and our fantastic-looking lovely CD32!

Andrew Kelly, Isle of Man

P.S. *Quik* is ace; what playability - a truly brilliant game!

I know what you mean. Marketing was always Commodore's big problem, right from the start. With the C64 they had potentially the best machine of the lot at the dawn of the computer boom. Deservedly the Electron, BBC and Dragon died but Commodore insisted on promoting the C64 as 'more than just a games machine' which meant huge numbers of people instead went for the Spectrum, allowing that computer to establish itself as the biggest seller. They made similar mistakes with the Amiga. It did well enough simply because of the undoubted quality of the hardware, but not as well as it could have done and it totally failed to crack the US market where the real money is made. Had it done so, the Commodore story would have been a whole lot different.

The problem with the CD32 was that they failed to package it with a really strong title. The SNES was constantly being repackaged with the biggest game of the moment — *Super Mario World*, *Street Fighter II*, *Starwing*. Had the CD32 been boxed with a major high profile title it would have made a heck of difference. Hopefully Escom will provide the marketing know-how lacking for so long in the world of the Amiga.



With all these 'next generation' consoles about to appear on the scene, it seems that the CD32 will be overwhelmed by their superior technology. Instead of this happening, Commodore could bring out a special expansion with, say, a 68040 processor with 2 meg of RAM and some specialised custom chips that carry out texture mapping and that sort of thing. Sell this for about £100 and you can easily compete with all this new stuff. Also, you could bundle it with a CD32, and it still costs less than a 3DO, the Saturn and PSX when they are released.

This, in turn, saves money on developing a completely new machine. Get it with a decent advertising campaign, and we should see the CD32 rise above the rest.

By the way, please could you answer the following questions :

1 What's happened about *Megarace*?

2 How many CD32's have been sold?

3 Does *Super Street Fighter II* (which is in development for the CD32) have the turbo option?

4 Are there any *Doom*-type games coming out for the CD32, apart from AB3D and the already released *Death Mask*?

Mark Hock, Crawley

Now that Escom have bitten the Amiga bullet as it were, we await developments with some excitement. So far no new machines have been touted but the the relaunch of the A1200 and A600 is certainly a giant step in the right direction.

1 I think I've said this elsewhere this month, but I'll say it again anyway. Once more *Megarace* is on indefinite hold.

2 This is a an oft-asked question. The problem is most CD32 sales were made up of ware house stock after production ceased in the wake of Commodore's liquidation. This means there can be no accurate figures.

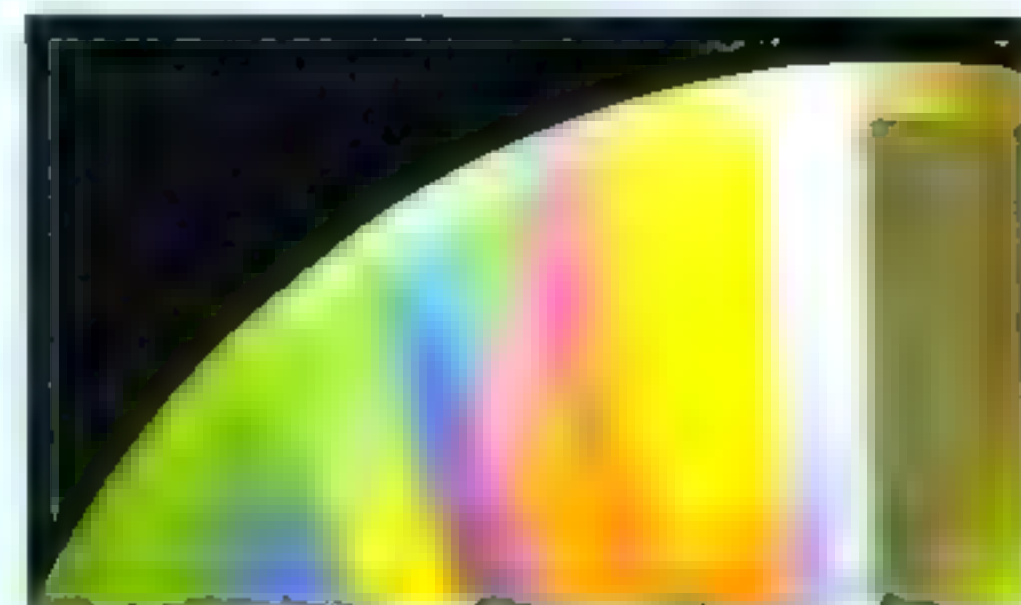
3 Haven't a clue yet. We haven't seen so much as a screenshot.

4 *Fears* (previewed this issue) looks like the best yet, then there's *Gloom* from Black Magic. No CD32 version has been announced yet, but we're quietly confident. Check out the news article.



Send your brickbats, bouquets and any spare cash you may want to push our way to :

Amiga CD32 Gamer,  
Computerfacts,  
14a Union Street,  
Newton Abbot,  
Devon, TQ12 2JS



# A to Z

AMIGA CD32 GAMER has the most comprehensive list of all CD32 software anywhere. For the full, definitive reviews, check out our back issues so that when it comes to software history, your knowledge is as accurate and complete as ours.

## ❖ The Definitive Guide To All CD32 Software ❖

### A B

#### AKIRA

Nee

Dire Manga de-in. Graphics could've been lifted from a C64 and the gameplay... well, have a sick bag handy!

ACG Rated 60% (Issue 10)

#### ALFRED CHICKEN

Mindscape

Unoriginal and unspectacular, but it doesn't matter because playability is top notch with big, varied levels.

ACG Rated 78% (Issue 1)

#### ALIEN BREED

Team 17

An overhead-view blast-'em-up in the Gauntlet vein, with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric.

ACG Rated 77% (Issue 1)

#### ALIEN BREED 2

Team 17

Decent Gauntlet-style, Aliens-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with Tower Assault.

ACG Rated 72% (Issue 7)

#### ARABIAN KNIGHTS

Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles to keep you guessing for quite a while. Fun.

ACG Rated 74% (Issue 1)

#### ARCADE POOL

Team 17

Sophisticated it's not, but for quick action entertainment this is hard to beat, with some tough opposition.

ACG Rated 88% (Issue 2)

#### BANSHEE

Core Design

Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.

ACG Rated 88% (Issue 4)

#### BATTLE CHESS

Interplay

An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.

ACG Rated 76% (Issue 1)

#### BATTLETOADS

Mindscape

Despite the varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time.

ACG Rated 22% (Issue 3)

#### BEAVERS

Unique

A simplistic and limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.

ACG Rated 75% (Issue 2)

#### BENEATH A STEEL SKY

Virgin

The best point & click adventure on the CD32. Escape from a futuristic metropolis whilst having enormous fun.

ACG Rated 90% (Issue 7)

#### BENEFACATOR

Psychosis

Strange puzzler with tiny sprites and fine animation. A hybrid of Lemmings and Impossible Mission(!).

ACG Rated 85% (Issue 9)

#### BIG 6

Codemasters

Compilation of simple, jolly adventures for lovable egg hero Dizzy. For the young or young at heart!

ACG Rated 89% (Issue 9)

#### BRIAN THE LION

Psychosis

An imaginatively varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.

ACG Rated 65% (Issue 5)

#### BRUTAL SPORTS FOOTBALL

Millennium

A side-scrolling SF sports game crossing American football with all-out war. Fun, but confusing control system.

ACG Rated 55% (Issue 2)

#### BUBBA 'N' STIX

Core Design

Large, colourful sprites star in a cartoony platformer. Stix himself is a great little weapon with a host of functions, while gameplay is original and entertaining.

ACG Rated 89% (Issue 1)

#### BUBBLE AND SQUEAK

Audiogenic

Reasonable if dated platformer. A little too simplistic for comfort. Platform addicts only need apply.

ACG Rated 74% (Issue 6)

#### BUMP 'N' BURN

Grandslam

A straightforward race game lifted into pole position by strokes of power-ups and a great two-player mode.

ACG Rated 98% (Issue 4)

#### CANNON FODDER

Virgin

A shoot-'em-up with a difference, in bullets, loads of originality, playability and blood-splattered black humour.

ACG Rated 90% (Issue 2)

#### CASTLES II

Interplay

Medieval war is reproduced with stunning attention to detail in this huge strategy game. Fanatics will love the depth, but the incredibly sluggish speed will put off everyone else.

ACG Rated 39% (Issue 1)

#### CHAMBERS OF SHAOLIN

Unique

Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.

ACG Rated 6% (Issue 1)

#### CHAOS ENGINE

Renegade

Gauntlet for the 1890s is the theme of this steampunk-styled overhead view blast-'em-up with masses of mazes and monsters. Obviously rather unoriginal, but fast and furious action should keep you occupied.

ACG Rated 72% (Issue 2)

#### CHUCK ROCK

Core Design

Big sprites, but the limited colour palette and simplistic gameplay make this somewhat dated. Not bad for budget, but a pointless purchase when you could buy...

ACG Rated 57% (Issue 1)

#### CHUCK ROCK II: SON OF CHUCK

Core Design

A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The Son of Chuck is a great new platform character, with loads to see.

ACG Rated 86% (Issue 2)

#### CLOCKWISER

Rasputin

Fun puzzle game as you attempt to match patterns on one side of the screen to the other. Level editor gives huge scope for longevity, but not everyone's cup of tea.

ACG Rated 81% (Issue 6)

#### DANGEROUS STREETS

Flair Software

Static, this looks like a big and brash SFH clone. But once things get moving animation proves to be dreadful and gameplay uninvolved.

ACG Rated 22% (Issue 1)

#### DEATH MASK

Alternative

Imagine Gauntlet viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is Death Mask. Looks good and plays the same way.

ACG Rated 88% (Issue 9)

# CD32

## DEEP CORE

Ice

Nice intro soundtrack and reasonable in-game graphics can't disguise uninspired arcade-adventure gameplay.

ACG Rated 42% (Issue 1)

## D-HERO

Gremlin Graphics

An unoriginal, but still very slick and playable B-Type clone. Five levels packed with furious blasting action.

ACG Rated 85% (Issue 2)

## DARK SEED

Cyberdreams

A slow but intriguing adventure game made brilliant by stunning graphics. HR Giger's artwork provides a haunting atmosphere.

ACG Rated 90% (Issue 4)

## DENNIS

Ocean

Slick, 256-colour graphics, but the gameplay is as tired as the uninspired platforming format.

ACG Rated 37% (Issue 1)

## DIGGERS

Millennium

A more sophisticated variation on the Lemmings arcade format. Sadly, while the soundtrack is brilliant, gameplay is frustrating due to a complex control system.

ACG Rated 56% (Issue 1)

## DONK

Supervision

Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.

ACG Rated 58% (Issue 2)

## DRAGONSTONE

Core

Fine console-style RPG which takes a while to warm up, but once it gets going you'll be hooked.

ACG Rated 87% (Issue 10)

## EMERALD MINES

Alamathra

Graphically this is painfully bad but the classic eighties-style gameplay will please puzzle fans.

ACG Rated 85% (Issue 10)

## EXTRACTORS

Millennium

The follow up to Diggers takes the original's theme and iron's out all the litches and quirks. A polished and challenging platform puzzler.

ACG Rated 88% (Issue 11)

# F

## FIT

Team 17

A nice-looking and playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks depth compared to Mansell.

ACG Rated 73% (Issue 1)

## FIELDS OF GLORY

Microprose

The 'Simulation Kings' venture into war-gaming. Unfortunately, this time they've missed the mark.

ACG Rated 69% (Issue 7)

## FIRE & ICE

Renegade

Although a little unfair at times, magnificent music, innovative gameplay and impressive graphics make this one of the most attractive platformers on CD32.

ACG Rated 87% (Issue 2)

## FIRE FORCE

Ice

A side-scrolling Command-style game ruined by poor controls and sluggish responsiveness.

ACG Rated 34% (Issue 1)

## FLINK

Psygnosis

Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.

ACG Rated 82% (Issue 9)

## FLY HARDER

Buzz

A fiddly and overly difficult CD32 version of Thrust. As ever, the control system is fun to mess around with, but there's far too few levels.

ACG Rated 52% (Issue 1)

## FRONTIER: ELITE II

Gametek

A truly monumental game installed in its galaxy-spanning scope. Controls take time to master, but overall this is an admirable epic.

ACG Rated 95% (Issue 2)

## FURY OF THE FURRIES

Mindscape

An interesting mix of platforming and Lemmings-type puzzles with masses of challenge, but not much in the way of graphics or sonics.

ACG Rated 75% (Issue 2)

## GUARDIAN

CDS Software

A truly innovative blaster for the CD32, with a dash of Defender and StarWing complimenting a visually stunning game. Play is unremitting and monotonous - a perfect shoot-'em-up.

ACG Rated 92% (Issue 5)

## GLOBAL EFFECT

Millennium

A slow, uninvolved eco sim, that follows the lifespan of a planet. Challenging and seriously dull.

ACG Rated 55% (N/A)

## HERFDALL II

Core Design

A splendid graphics adventure and puzzle game. Brilliant graphics and sound effects, no computer-graphics-simulation. Should have more puzzles and more fun.

ACG Rated 98% (Issue 3)

## IMPOSSIBLE MISSION 2049

MicroProse

The classic 8bit original is included free and plays rather better than the new, updated version.

ACG Rated 40% (Issue 4)

# H

## HERFDALL II

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A splendid graphics adventure and puzzle game. Brilliant graphics and sound effects, no computer-graphics-simulation. Should have more puzzles and more fun.

ACG Rated 98% (Issue 3)

## IMPOSSIBLE MISSION 2049

MicroProse

The classic 8bit original is included free and plays rather better than the new, updated version.

ACG Rated 40% (Issue 4)

## INTERNATIONAL KARATE PLUS

System 3

A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.

ACG Rated 44% (Issue 1)

## INTERNATIONAL SENSIBLE SOCCER

Renegade

Besides recreating the 774 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.

ACG Rated 92% (Issue 4)

# JK

## JAMES POND III: OPERATION STARFISH

Millennium

A slick addition to the Pond legacy, with bigger sprites, much more challenging puzzles and heaps of places to explore with your neat new character sprite (who behaves rather similarly to Sonic). Fast and fun, this is one of the better CD32 platformers.

ACG Rated 78% (Issue 3)

## JETS TRIKE

Raspurin

A real game-player's delight, packed with playful, billy, challenge and forward attention to detail. Quite simply a brilliant crossbreed of flight sim depth and side-scrolling shoot-'em-up action. 200 missions, 60 aircraft and 3 save positions. Don't miss it!

ACG Rated 94% (Issue 4)

## JOHN BARNES EUROPEAN FOOTBALL

Buzz

A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and poor collision detection. There's much better football sims around.

ACG Rated 32% (Issue 1)

## JUNGLE STRIKE

Ocean

The sequel to Desert Strike on CD32 is polished as its predecessor, but offers even more of the same addictive homeric blasting mayhem.

ACG Rated 98% (Issue 7)

## KID CHAOS

Ocean

A blatant Sonic clone which copies just about everything except the playability.

ACG Rated 68% (Issue 5)

## KINGPIN

Team 97

Surprisingly fun and playable ten-pin bowling simulation which plays a lot better than you might expect, especially with a few friends.

ACG Rated 80% (Issue 10)

## LABYRINTH OF TIME

Electronic Arts

A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. Very weird and the slow pace will put off many but it's certainly different.

ACG Rated 70% (Issue 1)

## LAST NINJA 3

System 3

Unchanged from its A500 origins, this is showing its age with a remarkably awkward control system and dated, if still stylish graphics. Varied puzzles and a budget price make it worth a look though, as there's a lot of game to be played.

ACG Rated 68% (Issue 3)

## LEGACY OF SORASIL

Gremlin

An atmospheric conversion of the HereQuest role-playing game with brilliant graphics and sonics. Easy control system and fast pace will get almost anyone addicted. Real RPG fans will find it lacking in depth though.

ACG Rated 84% (Issue 3)

## LEMMINGS

Psychonics

A truly excellent game, but this CDTV conversion lacks the original's two-player mode. A shame, as is the fact that it really needs a mouse to play seriously. An updated version would be much more welcome.

ACG Rated 79% (Issue 2)

## LIBERATION

Mindscape

A huge sprawling sci-fi adventure with a massive world to explore. It's a shame that the game is so buggy and the graphics are so poor. An intriguing story, however.

ACG Rated 72% (Issue 3)

## LITIL DIVIL

Gremlin

Four years in the making, this CD-only title is no longer state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.

ACG Rated 90% (Issue 4)

## LOTUS TRILOGY

Gremlin Graphics

A bumper compilation of three now rather dated racing games. Rough.

ACG Rated 60% (Issue 2)

## LUNAR-C

Mindscape

A side-scrolling shoot-'em-up which rips off Gadius power-up system, but none of its variety or playability. [Available in Doublepack with Overkill.]

ACG Rated 37% (Issue 1)

MM

## MARVINS MARVELOUS ADVENTURE

21st Century

Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.

ACG Rated 72% (Issue 7)

## MEAN ARENAS

Ice

Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.

ACG Rated 61% (Issue 1)

## MICROGOSH

Psychonics

A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is weak, repetitive and frustrating.

ACG Rated 40% (Issue 1)

## MITRE SOCCER SUPERSTARS

Flair

Decent footy sim with plenty of options. If you want a side on view of the sport go for it, but it isn't as good as Soccer.

ACG Rated 81% (Issue 10)

## MORPH

Millennium

An intriguing arcade puzzler where you morph between four different types of blob.

ACG Rated 84% (Issue 1)

## MYTH

System 3

Another ancient System 3 classic, this still impresses with the imagination behind both graphics and gameplay. Control system is a little cumbersome, but budget price partially compensates for age. A genuinely innovative title in software history.

ACG Rated 71% (Issue 3)

## NAUGHTY ONES

Interactivision

A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.

ACG Rated 65% (Issue 3)

## NICK FALDO'S CHAMPIONSHIP GOLF

Grandslam

Best golf available on CD32. Not new. Good graphics, masses of playability and although a touch slow, still huge fun.

ACG Rated 90% (Issue 1)

## NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gremlin

A very playable racer with plenty of depth. No two-player mode though.

ACG Rated 74% (Issue 1)

OP

## OSCAR

Flair Software

Spectacularly colourful and detailed graphics. Lots of great touches, but the overall effect is confusing.

ACG Rated 51% (Issue 1)

## OUT TO LUNCH

Mindscape

Inspired by arcade classic BurgerTime, this fun platformer has lots of fast action old-style gameplay with plenty of power-ups and levels. Sick and entertaining.

ACG Rated 78% (Issue 4)

## OVERKILL

Mindscape

A competent update of the classic Defender coin-op: fast, slick and playable. (In Doublepack with Lunar-C)

ACG Rated 67% (Issue 1)

## PGA EURO TOUR

Ocean

A golf sim for the masses. The game is very easy to play, but the graphics are poor. It's a shame that the game is so buggy and the graphics are so poor. An intriguing story, however.

ACG Rated 60% (Issue 9)

## PINBALL FANTASIES

21st Century Entertainment

Four playable and colourful tables provide masses of fun with great soundtracks. 1-8 player option is fun.

ACG Rated 87% (Issue 1)

## PINBALL ILLUSIONS

21st Century

This is the only pinball game on any system. It's as simple as that. It's among the best of CD32 titles. If you're ever fed up with playing the real thing, buy this now.

ACG Rated 94% (Issue 8)

## PINKY

Millennium

Cute platform antics as you try to save the mysterious, cosmic dinosaurs from extinction. All the important elements of a traditional platformer but, disappointingly, it makes no real use of the CD32's hardware.

ACG Rated 84% (Issue 6)

## PIRATES

MicroProse

Despite a slick intro and excellent presentation screens, this looks distinctly 8bit. Underlying gameplay is sophisticated though. Worth investigation.

ACG Rated 79% (Issue 1)

## PREMIERE

Care Design

A varied and imaginative platformer flawed by awkward control system. Some of the puzzles are imaginative and it's worth a look if you can't get enough of them.

ACG Rated 65% (Issue 2)

## PROJECT X

Team 17

A classic side-scrolling shoot-'em-up which has masses of power-ups, fast-moving enemies and slick backdrops. Totally unoriginal, but as playable as it gets. (Available in Doublepack with F17.)

ACG Rated 89% (Issue 1)

QR

## QWAK

Team 17

A hugely playable game inspired by Taito's classic Bubble Bobble coin-op. Action is simplistic, each level is just a single screen, but it's so much fun! Great two-player mode. (Doublepack with Alien Breed.)

ACG Rated 84% (Issue 1)

## RALLY CHAMPIONSHIPS

Flair

Excellent arcade racer which utilises an unusual viewpoint not seen before in this type of game.

ACG Rated 89% (Issue 10)

## RISE OF THE ROBOTS

Mirage

Graphically incredible mechanized beat-'em-up with playability to match. This is the game to show off your CD32. A legend in its own infancy and a milestone of technical excellence.

ACG Rated 90% (Issue 6)

## ROADKILL

Grandslam

Crazy, vicious and futuristic road-racing, this is the LED-Storm for the 90's. If you like the genre you can't go far wrong.

ACG Rated 91% (Issue 7)

## ROBOCOD

Millennium

A colourful and playable platformer, albeit perhaps a bit easy. Much like the Zool games, this isn't as brilliant as the hype would lead you to believe.

ACG Rated 80% (Issue 1)

## RYDER CUP GOLF

Ocean

Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is unconvincing. If golf is your thing though, it's worth checking out.

ACG Rated 60% (Issue 2)

ST

## SABRE TEAM

Russell's

The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of SAS will love the game's depth but others will despair at the slow pace.

ACG Rated 78% (Issue 3)

## SECOND SAMURAI

Psygnosis

No different to its A1200 predecessor, this boasts good graphics, puzzles and a neat two-player mode.

ACG Rated **85%** (Issue 3)

## SEEK AND DESTROY

Mindcape

A simplistic and less than spectacular overhead shoot-'em-up. Quite playable.

ACG Rated **62%** (Issue 1)

## SENSIBLE SOCCER

Renegade

This game has a great system which is ideal for joystick, then jockeyed out of control, but this is a very playable soccer game.

ACG Rated **91%** (Issue 1)

## SHADOWFIGHTERS

Gremlin Interactive

The best beat-'em-up for the CD32, with loads of special moves and characters. It gives you a ruddy good punch on the buttons.

ACG Rated **91%** (Issue 1)

## SIMON THE SORCERER

Adventure Soft

A good looking, console-style isometric shoot-'em-up. Tough gameplay makes it one for hard-core only.

ACG Rated **98%** (Issue 6)

## SKELETON KREW

Core

Good looking, console-style isometric shoot-'em-up. Tough gameplay makes it one for hard-core only.

ACG Rated **87%** (Issue 7)

## SLEEPWALKER

Ocean

A novel arcade puzzler where you use a dog to guide the hero. Fun, but tough and awkward control system. Strictly for those who hate it unless you buy the demo.

ACG Rated **88%** (Issue 1)

## SOCCER KID

Krisalis

An average looking platformer is made exceptional by an imaginative control system - the anonymous kid is capable of some great stunts with his football.

ACG Rated **88%** (Issue 5)

## SPEEDBALL 2

Renegade

Despite great audio enhancement and graphics making use of CD32's best points, this plays identically to the 16-bit version.

ACG Rated **98%** (Issue 1)

## STRIKER

Elite

A dated A500 football sim. Terrible graphics and sound, poor ball control and the game plays too quickly.

ACG Rated **43%** (Issue 2)

## SUB WAR 2050

Micropress

Atypical Micropress fare. You'll need bags of patience to sit down and work it out, but doing so is rewarding. Sim runs will go bananas, others should suck it and see.

ACG Rated **82%** (Issue 8)

## SUMMER OLYMPIX

Flair

Games such as kayaking, boxing and archery ruined by lackluster programming. Too bad to think about.

ACG Rated **37%** (Issue 2)

## SUPERFROG

Team 17

While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.

ACG Rated **85%** (Issue 2)

## SUPER LEAGUE MANAGER

Audilogic

Another CD32 sports management game for CD32. Simple and addictive, but not particularly good. The publisher has a reputation for being a bit of a joke.

ACG Rated **96%** (Issue 1)

## SUPERLOOPZ

Audiogenic

Remember Pacoman? An addictive puzzle - easy to get into, and an excellent two-player mode.

ACG Rated **82%** (Issue 1)

## SUPER METHANE BROTHERS

Apache Software

Great two-player action, but lack of variety and passwords means this can fall in one-player mode.

ACG Rated **83%** (Issue 3)

## SUPER PUTTY

System 3

An entertaining and original platformer, and one of the better early CD32 releases.

ACG Rated **76%** (N/A)

## SUPER SKIDMARKS 2

Acid

Flip-covering, racetrack, wheelie, splat! 3D sprites and as tough as a rugby team after 24 pints of lager. Girty wuss-bags need not apply.

ACG Rated **92%** (Issue 1)

## SUPER STARDUST

Team 17

It's basically Asteroids, but the gameplay is tight, powered-up and highly addictive with superb graphics in the tunnel sections.

ACG Rated **96%** (Issue 5)

## THE CLUE

Neo

A fun graphic adventure with a nice original theme. Definitely worth a look for those of a criminal persuasion.

ACG Rated **80%** (Issue 10)

## THE LOST VIKINGS

Interplay

One of the best around, featuring 3 Vikings taking on 37 levels with their various skills. A great mix of arcade action and puzzles.

ACG Rated **98%** (Issue 1)

## THE SEVEN GATES OF JAMBALA

A dreadful platformer which looks like an 8-bit game and plays even worse. Worth buying our back home!

ACG Rated **8%** (Issue 1)

## TOP GEAR 2

Gremlin

The Lotus game engine is reused again. Faster and slicker than before, but the tracks are monotonous, handling uninvolved and the music awful.

ACG Rated **75%** (Issue 4)

## TOTAL CARNAGE

Ice

A classic coin-op almost totally ruined by sluggish movement and lousy control system. Awful!

ACG Rated **45%** (Issue 2)

## TOWER ASSAULT

Team 17

The follow-up to Alien Breed 2 is everything that game should have been - and more! The best example of its type for ages!

ACG Rated **91%** (Issue 7)

## TROLLS

Flair Software

A cutesy platformer with 14 different levels. Very similar to Oscar, and strictly for young 'uns only.

ACG Rated **67%** (Issue 1)

# UW

## UFO - ENEMY UNKNOWN

Micropress

A good conversion let down by irksome controls. If you can ignore these, then it's a challenging treat.

ACG Rated **80%** (Issue 6)

## ULTIMATE BODY BLOWS

Team 17

A humongous beat-'em-up with 23 characters, numerous combat moves and incredible addictiveness, plus a great knockout bonus.

ACG Rated **93%** (Issue 2)

## UNIVERSE

Core Design

A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.

ACG Rated **88%** (Issue 5)

## VITAL LIGHT

Millennium

Odd hybrid of Space Invaders and Tetris, this is a high-level reaction test, but gameplay is repetitive.

ACG Rated **81%** (Issue 6)

## WEMBLEY INTERNATIONAL SOCCER

Audiogenic

Despite a wealth of play options and a choice of view options, this falls down on poor joystick responses.

ACG Rated **76%** (Issue 3)

## WHALE'S VOYAGE

Flair Software

A great intro track and lots of depth make this an intriguing RPG, but weak graphics diminish the game.

ACG Rated **88%** (Issue 1)

## WHIZZ

Flair

Surreal isometric platform adventure with some slick visuals. Anyone remember Head over Heels?

ACG Rated **92%** (Issue 10)

## WILD CUP SOCCER

Millennium

Sure, it looks gorgeous, but this ultraviolet sports sim has minimal gameplay.

ACG Rated **65%** (Issue 5)

## WING COMMANDER

Electronic Arts

The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.

ACG Rated **86%** (Issue 1)

# Z

## ZOOL

Gremlin

Masses of onscreen colour, a great intro and impressive soundtracks. Shame that the gameplay's so limited.

ACG Rated **60%** (Issue 1)

## ZOOL 2

Gremlin Graphics

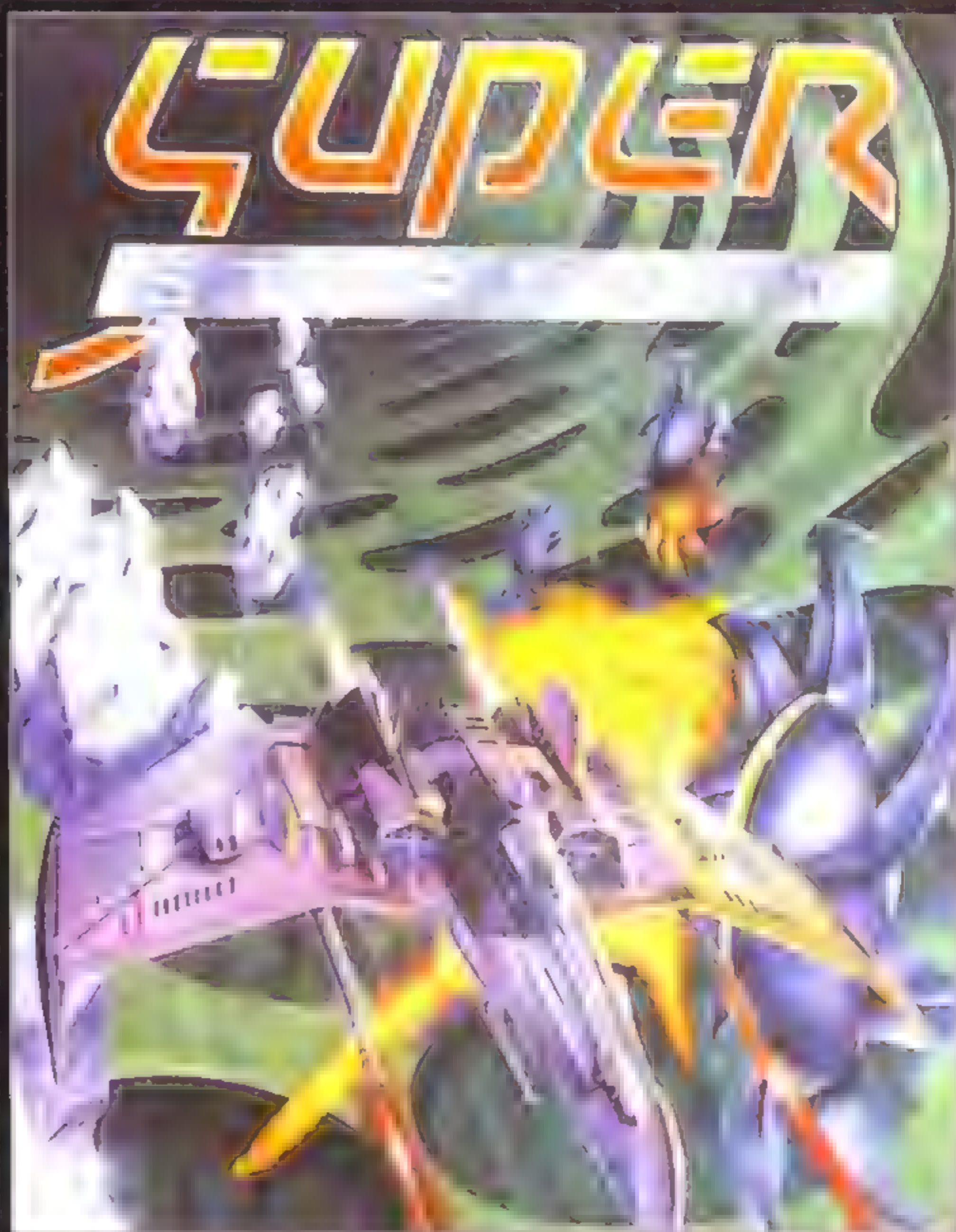
Slick presentation, good CD tracks and impressive graphics, but gameplay lacks zest.

ACG Rated **70%** (Issue 2)

# June Sup

## Super Stardust for £19.99

Team 17's now classic *Super Stardust* rates among one of the finest shoot-'em-ups available on this or any other system. While obviously a derivative of classic arcade games, *Super Stardust* has that all important ingredient – playability – to go with the stunning graphics and fine addictive qualities. The Wynne bros were ecstatic over the release, enthusing "In short, *Super Stardust* is probably the most impressive piece of visual trickery the CD32 has yet seen. It may not have the wit or humour of *Little Devil*, or the macabre atmosphere of *Dark Seed*, but for arcade-style visuals this is way out in front... For its challenge, truly arcade intensity and stunning visuals, there's no doubt that *Super Stardust* is going to be a really big hit." Ah, never a truer word said, lads. Now's your chance to take advantage of a really special special offer (ah, what wordsmiths we are), so get your chequebooks out and get writing!



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Back by popular demand, you can now pick up *Dark Seed* and a free tips book worth £6.99 for just £24.99. Rated 91% in issue 4 of ACG, we praised it thoroughly. When so many games are banal clones, wrote Wynne, "this bizarre, ambitious adventure is something of a classic and a welcome indication of how mature video games can be." Right on Stu.

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Rated 93%, this is one of the very best arcade games available on CD32. We're enormously proud to be able to offer such an exciting new release in SuperSavers. What did we say about *RoadKill*? "Boasting the kind of gut-wrenching playability you only dream of, *RoadKill* astonishes with its outstanding, adrenaline pumping action..."

Both games come with Free Poster offers, so buy either or both and save some money on the best CD32 releases around.

## GUARDIAN for £24.99

(R.R.P. £29.99)

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REVIEWED NEXT MONTH: TINY TROOPS, TOWER OF SOULS

# Back issues

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These are still available magazine and disk intact. Order now to avoid disappointment!

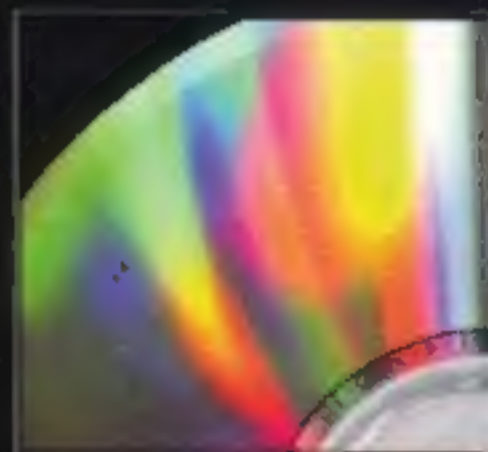
**issue 5** Full reviews of Super Stardust, Guardian and Universe. Previews of UFO, BloodNet, Star Crusader, The Big Engine and Baldy. PD column reviewing latest PD compilations. ZCL and Archos Zappo fully reviewed, plus tips featuring Jetstrike. CD includes Tower Assault and Marvin's Marvellous Mission.

**issue 7** CD32-enhanced Tower Assault review, plus Beneath the Steel Sky, Roadkill, Fields of Glory, Marvin's Marvellous Adventure, Alien Breed II and Jungle Strike. Previews of Evasive Action, World Cup Golf and more. There's a Universe solution plus Gunship 200 tips. Disk includes Bump and Burn, Beneath a Steel Sky, Kid Chaos...

**issue 7 SPECIAL** Identical to our regular CD32 Gamer 7, except that, along with all the top game demos detailed left, you also get the complete game of Lamborghini American Challenge from Titus Software! Packed in a stylish jewel case with a full instruction booklet, this is the ultimate covermount.

**issue 8** At last! Theme Park arrives! Also reviewed - Pinball Illusions, PGA Euro Tour, Subwar 2050. Preview of Frontier II plus David Braben interview. Tips include Beneath A Steel Sky solution. Cover CD features our most popular cover demos such as Banshee, Body Blows, Chaos Engine and others, also features new Clockwise demo.

**issue 9** Skeleton Krew blasts onto the CD32 and gets a full review. Also features interview with the programmers of UFO II. Reviewed: Flink, Benefactor and the Dizzy Collection. More Jetstrike and Jungle Strike tips. Cover CD features Emerald Mines, The Big Engine and Akira along with more classic demos.



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**issue 2**

Aha! Enter the realms of the Legacy Of Sorasil with our cover-disk from issue three. Other goodies include Lotus Esprit Turbo Challenge, Zool, D/Hero and Nigel Mansell. Lots more PD and shareware too.

**issue 3**

Eek - the Little Devil found his way onto this month's coverdisk, being one of the best looking games around. Jetstrike, Superfrog, Arcade Pool and a host of other demos, shareware and PD decided to join him too.

**issue 4**

Rise to the occasion with Rise of the Robots, the main feature of this coverdisk. Bubble and Squeak and a peek at Wembley International Soccer, plus, yes, even more Shareware and PD can be found languishing here too.

**issue 6**

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